

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-31, TIER 3-6

STARFINDER SOCIETY

TREADING HISTORY'S FOLLY

BY VANESSA HOSKINS





Author • Vanessa Hoskins
Development Lead • Thurston Hillman
Contributing Artists • Graey Erb and Michele Giorgi
Cartographers • Jason Engle and Corey Macourek
Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, Chris S. Sims, and Linda Zayas-Palmer
Starfinder Design Lead • Owen K.C. Stephens
Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
Senior Editor • Christopher Carey
Editors • Amirali Attar Olyae, James Case, Leo Glass, Avi Kool, Lyz Liddell, Adrian Ng, Lacy Pellazar, and Jason Tondro
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
Production Artist • Tony Barnett
Franchise Manager • Mark Moreland
Project Manager • Gabriel Waluconis

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Chief Financial Officer • John Parrish
Chief Technical Officer • Vic Wertz
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Vice President of Marketing & Licensing • Jim Butler
Marketing Manager • Dan Tharp
Licensing Manager • Glenn Elliott
Public Relations Manager • Aaron Shanks
Organized Play Manager • Tonya Woldridge
Human Resources Generalist • Angi Hodgson
Accountant • Christopher Caldwell
Data Entry Clerk • B. Scott Keim
Director of Technology • Raimi Kong
Web Production Manager • Chris Lambertz
Senior Software Developer • Gary Teter
Webstore Coordinator • Rick Kunz

Customer Service Team • Katina Davis, Virginia Jordan, Sara Marie, Samantha Phelan, and Diego Valdez
Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White

HOW TO PLAY

Starfinder Society Scenario #1-31: Treading History's Folly 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.



Table of Contents

Treading History's Folly	3
Appendix.	18
Handouts.	20
Chronicle Sheet.	22

GM RESOURCES

Treading History's Folly makes use of *Starfinder RPG Alien Archive (AA)* and *Starfinder RPG Armory (AR)*. 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 are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

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



FACTION (SECOND SEEKERS [JADNURA])

This product is compliant with the Open Game License (OGL) and is suitable for use with Starfinder or the Pathfinder Roleplaying Game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Game Content: All trademarks, registered trademarks, proper nouns (characters, deities, locations, etc., as well as all adjectives, names, titles, and descriptive terms derived from proper nouns), artworks, characters, dialogue, locations, plots, storylines, trade dress, the historical period called the Gap, the terms kishalee, sivr, skyfire, Dreamer (the official Open Game Content term for which is "dreaming barathu"), and the Drift (the official Open Game Content term for which is "hyperspace (Elements that have previously been designated as Open Game Content, or are exclusively derived from previous Open Game Content, or that are in the public domain are not included in this declaration

Open Game Content: Except for material designated as Product Identity (see above), the game mechanics of this Paizo game product are Open Game Content, as defined in the Open Game License version 1.0a, Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Starfinder Society Scenario #1-31: Treading History's Folly © 2019, Paizo Inc. All Rights Reserved. Paizo, Paizo Inc., the Paizo golem logo, Pathfinder, the Pathfinder logo, Pathfinder Society, Starfinder, and the Starfinder logo are registered trademarks of Paizo Inc.; Pathfinder Accessories, Pathfinder Adventure Card Game, Pathfinder Adventure Path, Pathfinder Adventures, Pathfinder Battles, Pathfinder Campaign Setting, Pathfinder Cards, Pathfinder Combat Pad, Pathfinder Flip-Mat, Pathfinder Flip-Tiles, Pathfinder Legends, Pathfinder Map Pack, Pathfinder Module, Pathfinder Pawns, Pathfinder Player Companion, Pathfinder Roleplaying Game, Pathfinder Tales, Starfinder Adventure Path, Starfinder Combat Pad, Starfinder Flip-Mat, Starfinder Pawns, Starfinder Roleplaying Game, and Starfinder Society are trademarks of Paizo Inc.



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

paizo.com

TREADING HISTORY'S FOLLY

BY VANESSA HOSKINS



The Scoured Stars Incident left a lasting scar on the Starfinder Society. When First Seeker Jahnura discovered the *Tear*, a two-foot-tall golden obelisk, he set in motion a series of events that would change the Society forever. His research uncovered the connection between the *Tear* and the Scoured Stars, an area of space thought to be filled only with misery and monsters, urging Jahnura onward to the Scoured Stars through nondescript dreams and random flashes of inspiration. Not wanting to lose such a fantastic opportunity for discovery, Jahnura dedicated most of the Society's assets and agents to a massive expedition inside the Scoured Stars, only for the fleet to be trapped within an immense golden energy shield dubbed the "Godshield."

In the past year, nominated First Seeker Luwazi Elsebo tracked down another *Tear* that could pierce the Godshield, allowing access to the Scoured Stars. She, along with various up-and-coming Starfinders, mounted a successful rescue mission inside the Scoured Stars to retrieve the marooned Starfinder agents. First Seeker Jahnura was among the stranded to be rescued. Since then, Jahnura has deferred to Luwazi in her capacity as First Seeker, while he re-acclimatizes to the current status of the galaxy. However, the mystery of the Scoured Stars still haunts him. Jahnura believes that there is some clue he had missed along his original research—some critical piece of information that would illuminate the mystery of the *Tear* artifacts and the civilizations that once called the Scoured Stars home. He's spent time digging through the Starfinder agent files, looking for a group of agents to retrace his steps and perhaps find the clues that he missed.

Jahnura intends for this group (the PCs) to start their search on the small moon where he originally discovered his *Tear*, Kukanou-2b. What Jahnura does not know is that this was originally a colony of the mentrasi, one of the eight civilizations that had fled the Scoured Stars to escape their covetous god, a being known as Kadrical. This deity wanted the mentrasi to return and, as he did with all the other groups that departed, sent a *Tear* to their moon as both beacon and key to return to the Scoured Stars. Already competing with the harsh environment of their home, the mentrasi paid little heed to the *Tear* and sealed it in a near-surface chamber above their subterranean cities.

Soon enough, seismic instabilities on the moon sealed the mentrasi's fate. Only one city was able to establish defensive measures in time, the port city of Xaharee. This subterranean

Where in the Universe?

Treading History's Folly takes place on the shattered moon of Kukanou-2b, one of several moons orbiting the gas giant Kukanou. Once a hot volcanic moon, a great disaster caused the tectonic plates to shatter, spilling lava over most of the moon's surface and throughout its vast subterranean cavern network. The core has since cooled, leaving their geothermic technology inoperable. The constant cloud of ash and carbon dioxide create a greenhouse broiler on the surface, heating the planet to intolerable temperatures for most species. A single mentrasi city survived the cataclysm, but the inhabitants did not.

KUKANOU-2B

Former Colony of the Mentrasi

Diameter: $\times 1/4$; **Mass:** $\times 1/32$; **Gravity:** $\times 1/5$

Atmosphere: breathable, thin, mildly toxic; **Day:** 18 hours;

Year: 508 days

city had powerful force fields intended for orbital defense, but its engineers were able to use them to hold back the lava flows long enough for them to cool and harden. Nonetheless, Xaharee took considerable damage from the many quakes that rocked the foundations of their buildings. In the few weeks of life they had left, they sought to use magic to bind themselves to the moon, hoping to live out the apocalypse raging around them. However, they only succeeded in binding their souls to the moon. Now Xaharee is a ghost city, haunted by the spirits of the mentrasi.

As Jahnura meets with a team of Starfinder agents, another explorer is setting foot on Kukanou-2b, the mysterious android known only as Iteration-177. They also have an interest in the moon and the fate of the mentrasi.

SUMMARY

First Seeker Jahnura summons the PCs to a meeting inside a newly developed section of the Lorespire Complex on Absalom Station. He informs them of his original trip to the moon and his discovery of a *Tear*, an artifact that allowed him access to the Scoured Stars. He

Skill Check DCs

Treading History's Folly uses numerous skill checks for PCs to learn pertinent information during the adventure. Instead of all skill check DCs being listed individually, the skill checks are each assigned a difficulty—Easy, Average, or Hard—that determines their DC. Reward creative solutions, and if the PCs call on skills not directly mentioned (particularly while exploring the city), use the provided skill DCs as a guide.

SKILL CHECK DCs

Subtier	Easy	Average	Hard
3-4 (4 players)	14	19	24
3-4 (5+ players)	16	21	26
5-6 (4 players)	17	22	27
5-6 (5+ players)	19	24	29

confirms that the PCs are going to travel there and investigate any leads he missed, then sends them on a Starfinder Society starship.

Once on the moon, the PCs find the chamber where Jadnura discovered the original *Tear* and find new cracks in the wall from a recent geological disturbance, as well as fresh humanoid footprints. Following this lead, the PCs find Xaharee, a mentrasi city that survived the cataclysm. After an investigation of the city and potentially repairing some of the city's damaged hybrid technology, the PCs uncover shocking revelations about the Scoured Stars and their new enemies, the jinsuls.

Before the PCs leave, they receive a radio message from Iteration-177 who is heavily damaged and hiding in a nearby tunnel. The android asks the PCs to destroy a menhir that is holding the spirits of the mentrasi from joining Pharasma and passing on from this existence. The raging mentrasi spirits put up a fight, and it falls to the PCs to destroy the menhir and spare the last of the mentrasi souls from their tormented existence.

GETTING STARTED

Give each of the PCs a copy of **Handout #1** then read or paraphrase the following to get the adventure underway.

"I'm glad you could make it. I apologize for the secretive nature of this briefing." Jadnura paces a mostly empty meeting room, with only a single table in front of a force-field shielded viewing port. He looks each assembled agent in the eye. "I want you to know that I hold the fine work of First Seeker Luwazi Elsebo in the highest regard, but if she knew I was assembling Starfinder

Agents for missions, it would complicate the already difficult situation of having two First Seekers. What I ask of you is of paramount importance to the Society, you see I—how do I begin?" Jadnura looks out the vast open port at the stunning view of The Eye of Absalom Station. His hand dances across the force field window before he continues.

"I have failed the Society. Over a year ago I discovered an artifact called a *Tear* on a small moon known as Kukanou-2b.

It guided me to the Scoured Stars trinary star system. I dreamt of making impressive new discoveries, perhaps even some protected from the ravages of The Gap. In my excitement I had forgotten caution. For that, the Society lost so much." He takes a deep breath, then exhales slowly. "Resources. Lives. So many of those under my command were trapped or killed behind the Godshield that enveloped the system.

"I need to make amends, that much is certain. But I also need to find out where I went wrong. What vital clue I must have missed. For that, I need you."

As he continues speaking, he looks at each Starfinder meaningfully. "You are the finest group of agents that I can assemble, each with an impressive service record.

I need you to go to Kukanou-2b, where my folly began. Retrace my steps and find any clues to the *Tear*, the Scoured

Stars, or anything else that can make sense of this catastrophe. If you find anything illuminating, return to me at once. Do you have any questions before you depart?"

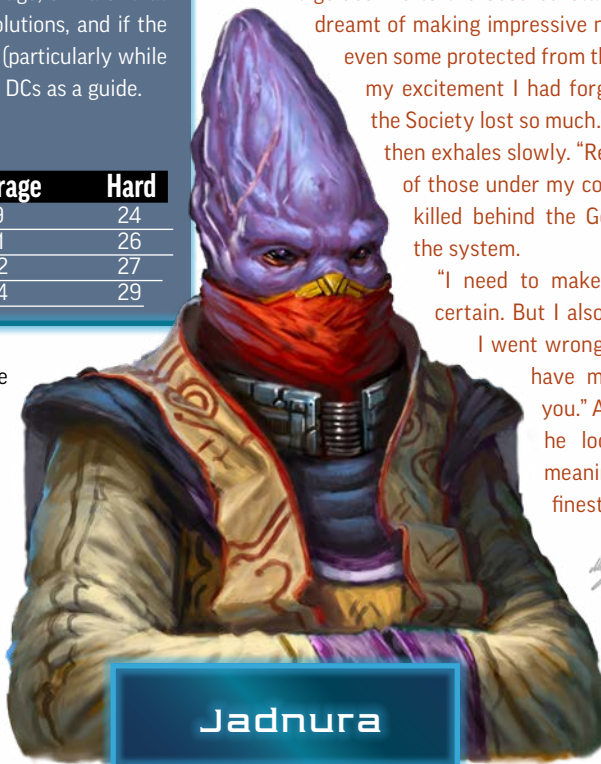
Before Jadnura sends the PCs to a Pegasus-class starship he's prepared, he provides them with any additional information they request. Some likely questions and answers are listed below.

Don't you think Luwazi Elsebo should know about this mission?

"We will present the information to her once we have something to show for it. I also don't want it to look as if I'm usurping her role. I'm still trying to figure out what my role will be in the Society."

What is this place? "This is part an unfinished project—no doubt put on hold to preserve resources after the Scoured Stars Incident. Perhaps one day soon it will be finished and show its true potential."

What does the *Tear* look like? "They are about 2 feet long and resemble an obelisk or prism made of some golden material. I've now seen two of them, and they each look similar, but unique. As if they were custom made to fit some purpose."



Jadnura

How many Tears exist? "We think there are as many as eight such *Tears*, one for each civilization known to have departed the Scoured Stars."

What can you tell us about where you found the *Tear*? "The destination star system has only two planets orbiting around a blue star. The first is almost entirely molten rock, the second is a gas giant with various moons. You're heading toward one of those moons. Kukanou-2b once had a liquid core but met some seismic catastrophe that rendered it lifeless. I found the *Tear* in a carved-out chamber near the surface, perhaps left there by smugglers or, as with the *Tear* Luwazi found, hidden away by the civilization it was intended for."

The PCs should finalize their boon slots for the session. This scenario is important to Jadnura; PCs should be encouraged to slot the Second Seekers (Jadnura) faction. They do not need to slot Starship boons for this scenario.

TRAVEL THROUGH CONFLICT

Travelling to Kukanou-2b takes 5d6 days through the Drift and into the Vast. Though mostly uneventful, the PCs intercept a mysterious signal in Near Space after about 4 days into their journey. A PC who succeeds at a Hard Computers or Culture check can decrypt and identify the signal as being Goblin in nature, with a set of coordinates. The coordinates take the PCs a day off their intended course, leading to the wreckage of two starships. Spending another 12 hours collecting the wreckage reveals the debris belonged to two warring Near Space factions: the Marixah Republic and the Gideron Authority. PCs with Chronicle sheets for *Starfinder Society Scenario #1-24: Siege of Enlightenment* immediately recognize the telltale design of the Gideron Authority vessels and that Authority has many hobgoblins, which explains the Goblin signal.

This minor encounter has no impact on the remainder of the scenario, though it continues to establish the growing conflict between these Near Space powers, which can be further explored in *Starfinder Society Scenario #1-37: Siege of Civility*.

KUKANOU-2B

As the PCs exit the Drift, they find small system around a blue dwarf star. After heading toward the blue-and-green gas giant, they locate the second moon, Kukanou-2b. This black and grey rock spins silently with ash storms marring its lonely surface.

COMPUTERS

Allow the science officer to make a Computers check to scan the planet with a +2 bonus from the ship's sensors. They learn all the information whose DC is equal to or less than the result of their check.

The Sleeping God

Treading History's Folly begins to detail the deity who has been slumbering in the Scoured Stars. Kadrical was responsible for sending out the *Tear* artifacts to the various groups that departed the Scoured Stars, and was also responsible for Jadnura's visions (though the First Seeker does not know it.)

KADRICAL

"The Covetous Protector"

LN god of collections, order, and preservation

Centers of Worship: The Scoured Stars

Symbol: A gold prism on a black field



Kadrical's Holy Symbol

Mentراسي

The mentراسي are a race of tall thin humanoids with rough textured skin in colors ranging from dark gray to white to rust-colored red. Some have mottled patterns on their skin in various browns, reds, and oranges. They have four legs and two arms, with each arm ending in a hand with four elongated fingers. Their set of four eyes are arranged in a row and are entirely matte black. They tend to wear simple fashions with metallic highlights.

The mentراسي in the museum's holographic depictions look like the above description, whereas the various haunted earth elementals have the same similar structure but are made entirely from earth and stone.

10+: Kukanou-2b's atmosphere is thin, humid, ash filled, and contains a toxic level of carbon dioxide, so spending more than 24 hours on the planet would be unhealthy. The high heat is intolerable for most creatures. The ambient temperature on the landing zone is 130 degrees Fahrenheit. Underground the temperature drops to a cooler 110 degrees. Environmental seals on armor are necessary to sustain the wearer. Scans detect no other starships.

15+: Most of the moon's surface is made of volcanic rock such as basalt, andesite, and obsidian. The ash-filled atmosphere makes it nearly impossible for plants to survive; the surface has no life signs and no active energy or magical signatures. Fault lines on the surface suggest a catastrophic seismic and volcanic event. All volcanic activity has ceased, though quakes continue to ravage the surface, and the core of the moon is cooling rapidly.

A. TEAR'S REST



A2

A1

PATHFINDER FLIP-MAT: CAVERNOUS LAIR

1 SQUARE = 5 FEET



20+: Scans show a vast series of tunnels in the crust, but indicate they were flooded with magma and sealed with volcanic rock. Some traces of alloy metals and complex compounds in the volcanic rock suggests modern technology was on the surface and in the tunnels at the time of the catastrophic event. No active settlements or vehicles can be detected.

25+: Penetrating scans show clusters of dense metals buried within the volcanic rock, indicating large underground settlements that are now buried. Scattered debris or alloyed metal embedded in the surface's volcanic rock suggest technology that was buried in sudden eruptions. Extensive excavation would be required to gain more information.

30+: One small settlement detected near the landing zone is not entirely buried. Some buildings and technology may be intact at that location.

A. TEAR'S REST

Jadnura's information provides the PCs with a safe landing zone, which is trivial to navigate. The descent must be done blindly, using only sensors to navigate as the ash in the air reduces visibility to 50 feet. The directions to the chamber where Jadnura found the *Tear* are easy to follow and are about an hour away by foot. Once underground, the air is no longer full of ash, but each location is 15 feet high on average and completely dark unless otherwise indicated.

A1. JADNURA'S CAMP (CR 5 OR CR 7)

The plain rocky walls are occasionally highlighted by black mold that emits a pungent musty odor. The remnants of a camp indicate the former presence of sentient life, including a portable self-pitching tent. A single set of humanoid foot prints stand out starkly against the undisturbed dust and ash.

This is where Jadnura and his original shipmates made camp several years ago. When Iteration-177 traveled here, they did not linger long, but continued further into the caves, leaving a trail of footprints behind. The PCs can follow them without a skill check, but a successful Average Perception or Easy Survival check indicates the person who left them was Medium sized and walked quickly, as if they knew where they were going. A PC succeeding a Hard Perception check or Average Survival check also notes that these tracks are very recent.

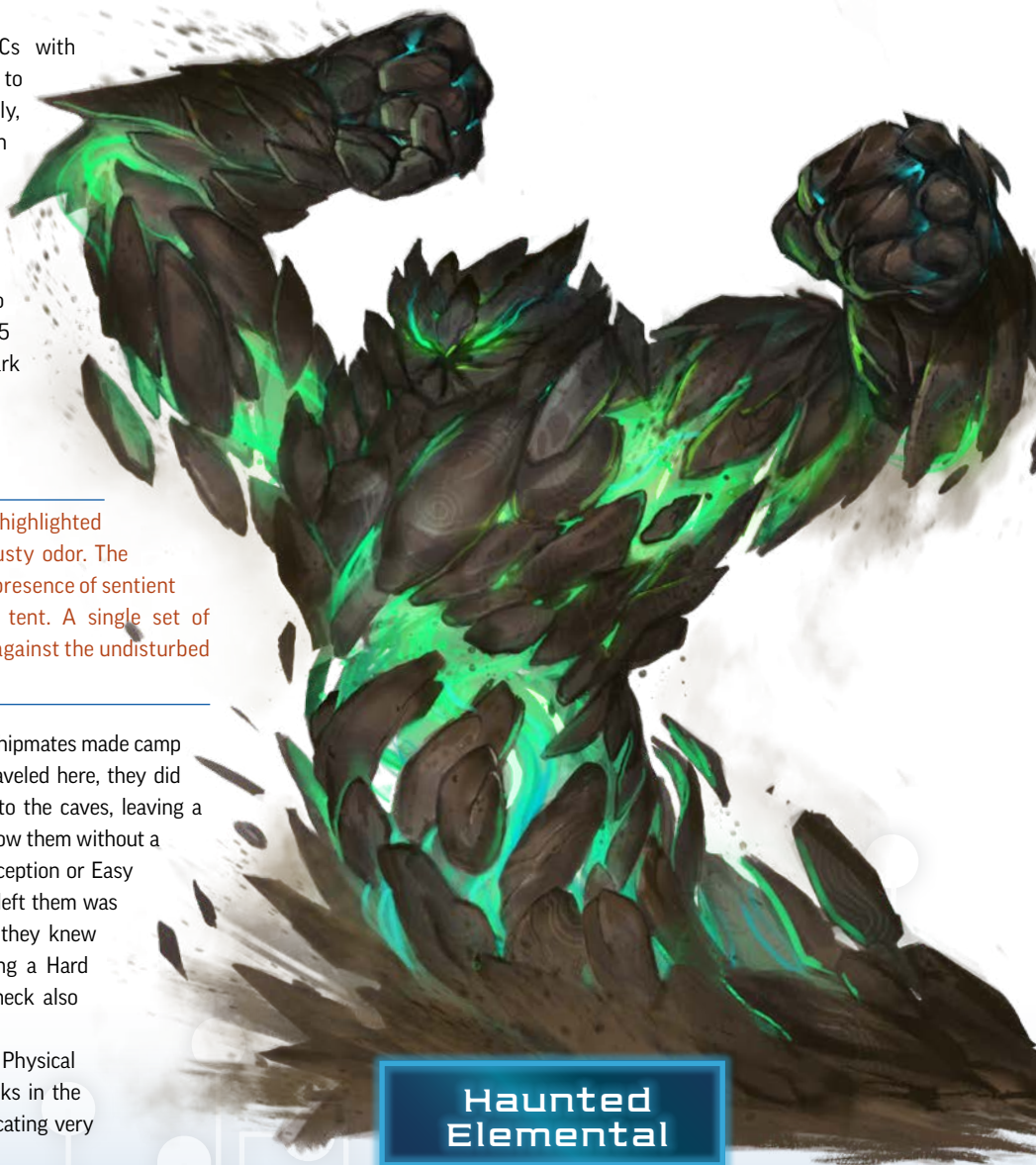
A successful Easy Engineering or Physical Science check lets the PCs discover cracks in the cave walls without any settled dust, indicating very recent seismic disturbances.

Scaling Encounter A1

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

Subtier 3-4: The elemental stone is particularly brittle and difficult for the spirit to control. Each haunted elemental has its Hit Points reduced by 15 and takes a -2 penalty to attack and damage rolls.

Subtier 5-6: The elemental stone is particularly brittle and difficult for the spirit to control. Each haunted elemental has its Hit Points reduced by 25 and takes a -2 penalty to attack and damage rolls.



Haunted Elemental

Creatures: A group of mentrasi spirits weary of outsiders lingers here. If the PCs start to move further into the caves, the spirits haunt the stones in the area, animating them into elementals to attack the PCs. These spirits have been roused thanks only to the recent volcanic activity and the disturbance caused by Iteration-177's passage. They were not reported by Jadrura's first visit here, so the PCs have no warning about the presence of creatures here from his mission report.

SUBTIER 3-4 (CR 5)

HAUNTED EARTH ELEMENTALS (2) CR 3

N Medium undead (elemental)

HP 40 each (*Starfinder Alien Archive* 46; see page 19)

Immunities elemental immunities, undead immunities

Weakness vulnerable to positive energy

Other Abilities unliving

TACTICS

During Combat The elementals focus their aggression on the PC that has traversed furthest into the side cavern or has presented themselves as the greatest combat threat.

Morale The haunted elementals fight to the death.

SUBTIER 5-6 (CR 7)

HAUNTED LARGE EARTH ELEMENTALS (2) CR 5

N Large undead (elemental)

HP 70 each (*Starfinder Alien Archive* 46; see page 19)

Immunities elemental immunities, undead immunities

Weakness vulnerable to positive energy

Other Abilities unliving

TACTICS

Use the tactics from Subtier 3-4.

Development: After the PCs defeat the haunted elementals, they notice a visible light snaking through the air like a stream flowing through the cavern and into the wall before it dissipates. A PC who succeeds at an Easy Mysticism check identifies the light as the spirits that had possessed the rocks.

Treasure: When Jadrura first came through here several years ago, he left a backpack full of supplies behind in his excitement over finding the *Tear*, but dust has camouflaged the rucksack against the surrounding wall. With an Easy Perception check, the PCs can uncover the stowed gear pack that contains two *mk 2 serums of healing*, some adamantine alloy cable line (50 ft.), an advanced medkit, two beacons, a grapppler, a laser drill^{AR}, a portable gangway^{AR}, and a survival straw^{AR}. In Subtier

5-6, Jadrura left smart cable^{AR} (50 ft.) behind instead of the adamantine alloy cable.

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

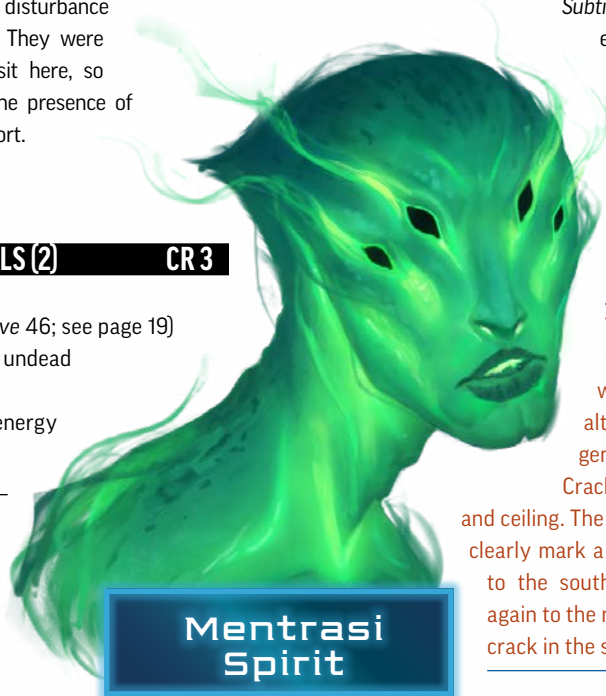
Subtier 3-4: Reduce each PC's credits earned by 169.

Out of Subtier: Reduce each PC's credits earned by 315.

Subtier 5-6: Reduce each PC's credits earned by 461.

A2. TEAR'S CRADLE (CR 5 OR CR 7)

This carved chamber features a small alcove in the southern wall with a stone altar. The top of the altar is carved to hold a massive gemstone or other angular object. Cracks spiderweb across the walls and ceiling. The footprints of a booted humanoid clearly mark a path from the eastern entrance to the southern wall and altar, then back again to the northwestern wall, where a large crack in the stone leads to another chamber.



Iteration-177 made their way through this chamber to a side passage in the northwestern wall, using the naturally formed crack as a path onwards. With a successful Easy Survival or Average Perception check, the PCs can tell that the person making the footprints slowed their pace, walking through the room very carefully and pausing at the altar. A PC who succeeds at an Average Engineering or Physical Science check identifies that the rock in the room is unstable; any loud noise or quick movement is likely to cause a cave-in.

The crack in the northwestern wall is large enough for a Small creature to move through or a Medium sized creature to squeeze through. Large and larger creatures must succeed at an Easy Acrobatics check to get through or trigger a cave-in (see Hazard). If the cave-in occurs, a large enough chunk of the wall falls away that a Large creature can move through without squeezing.

Hazard: The last quake destabilized the rock in this chamber and opened a large crack in the northern wall but left the rest of the chamber precariously balanced. Any major movement or loud noise causes the cave-in throughout the cavern.

Special—Once the PCs begin travelling through the crack, check with each PC if they have the Abysshead Download boon from the *Starfinder Society Scenario #1-06: A Night in Nightarch* Chronicle sheet. If any of the PCs in the part have this boon, their computerized devices, or those nearby, begin emitting loud music (with suitably grim and hard-to-hear lyrics) that causes the walls to vibrate. Shortly after, the cave-in triggers, affecting all PCs in area **A2**.

SUBTIER 3-4 (CR 5)

CAVE-IN

CR 5

Type natural; Perception DC 27 (notice unstable rocks); **Disable** Engineering DC 22 (build supports at key areas)

Trigger proximity (auditory); **Reset** none

Effect several tons of rock collapses into the chamber (4d12 B); DC 15 Reflex half; onset delay (1 round); multiple targets (all targets in area **A2**); ground becomes difficult terrain (entire room)

SUBTIER 5-6 (CR 7)

CAVE-IN

CR 7

Type natural; Perception DC 30 (notice unstable rocks); **Disable** Engineering DC 25 (build supports at key areas)

Trigger proximity (auditory); **Reset** none

Effect several tons of rock collapses into the chamber (6d12 B); DC 17 Reflex half; onset delay (1 round); multiple targets (all targets in area **A2**); ground becomes difficult terrain (entire room)

Development: After exiting through the crack in the northern wall, literally following in Iteration-177's footsteps, the PCs find a series of tunnels that lead deep into the moon. Following this path leads the PCs towards the nearby mentrasi city of Xaharee.

Treasure: Iteration-177 left religious iconography behind in some sort of homage to the *Tear's* resting place. The *mk 1 planar runeplates*^{AR} and religious symbol both bear the religious symbol of Kadrical. In Subtier 5-6, the runeplates are *mk 2 planar runeplates*^{AR}. If the PCs trigger the cave-in before obtaining the items, they must spend an additional half-hour unearthing them from the wreckage and succeed at a Hard Perception check to notice them among the debris.

Rewards: If the PCs do not obtain the sundry religious items left by Iteration-177, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 33.

Out of Subtier: Reduce each PC's credits earned by 87.

Subtier 5-6: Reduce each PC's credits earned by 142.

FRIENDLY GHOST

A long rocky passage leads deeper into the moon, then ends abruptly at a smooth stone wall. Carved glowing glyphs adorn the wall and create a high-pitched hum, but no obvious exits lead away from the passage.

The trek down the passageways takes over two hours for most creatures, where it abruptly ends at a flat wall with carved glyphs. The message is written in Mentrasi which has a strong similarity to Terran. A PC who makes a successful Easy Culture check can recognize that this is both a welcome and a warning. It reads:

To outsiders who visit our land:

Welcome and be greeted.

Know our homes and discussions can be Somewhat heated.

But do not bring religion to our door, It is not permitted.

Those who push their beliefs on us Will not be acquitted.

A secret door is worked into the message and can be located with a successful Easy Perception check. Before the PCs have a chance to search, a friendly spirit intercepts them (see below).

Creatures: As the PCs approach the door, a form that appears to be made of glowing gossamer floats out from the wall in front of the PCs. This is a tranquil mentrasi spirit, trapped here against its will. Its very presence radiates calmness and a sense of peace. It wants the PCs to find the city and free the trapped spirits, but it has limited ways to communicate with the PCs. If the PCs attack it or threaten it, the spirit spends one round cowering before fleeing into the rock. Otherwise it attempts to communicate with the PCs.

It feels that the best way to assist the PCs is to partially possess one of them, granting the host the ability to speak and understand Mentrasi, and granting the host knowledge of how to open the secret door. This spirit speaks only Mentrasi and Terran. To bond with the spirit, a PC must willingly reach out and touch the spirit, who then bonds with them for the remainder of the adventure, entering their body in a partial possession. A PC who bonds with the spirit is still in full control of their thoughts and actions, but occasionally feels urges from the spirit. That PC gains a better understanding of daily mentrasi life, granting them a +2 circumstance bonus to all skill checks involving Mentrasi magic and technology.

If they find a way to communicate with it, the following are likely questions the PCs have and the spirit's responses.

Who are you? "I do not remember; it's been so long since I was anyone. All I can remember is that I used to live. Now I am dead. I want to move on, but I am anchored here. Let me help you."

What do you want? "To finish dying. To not be forgotten. To move on. To bond." The spirit reaches out a translucent hand.

How can we free you? "I do not know. This is as far as I can get from my home."

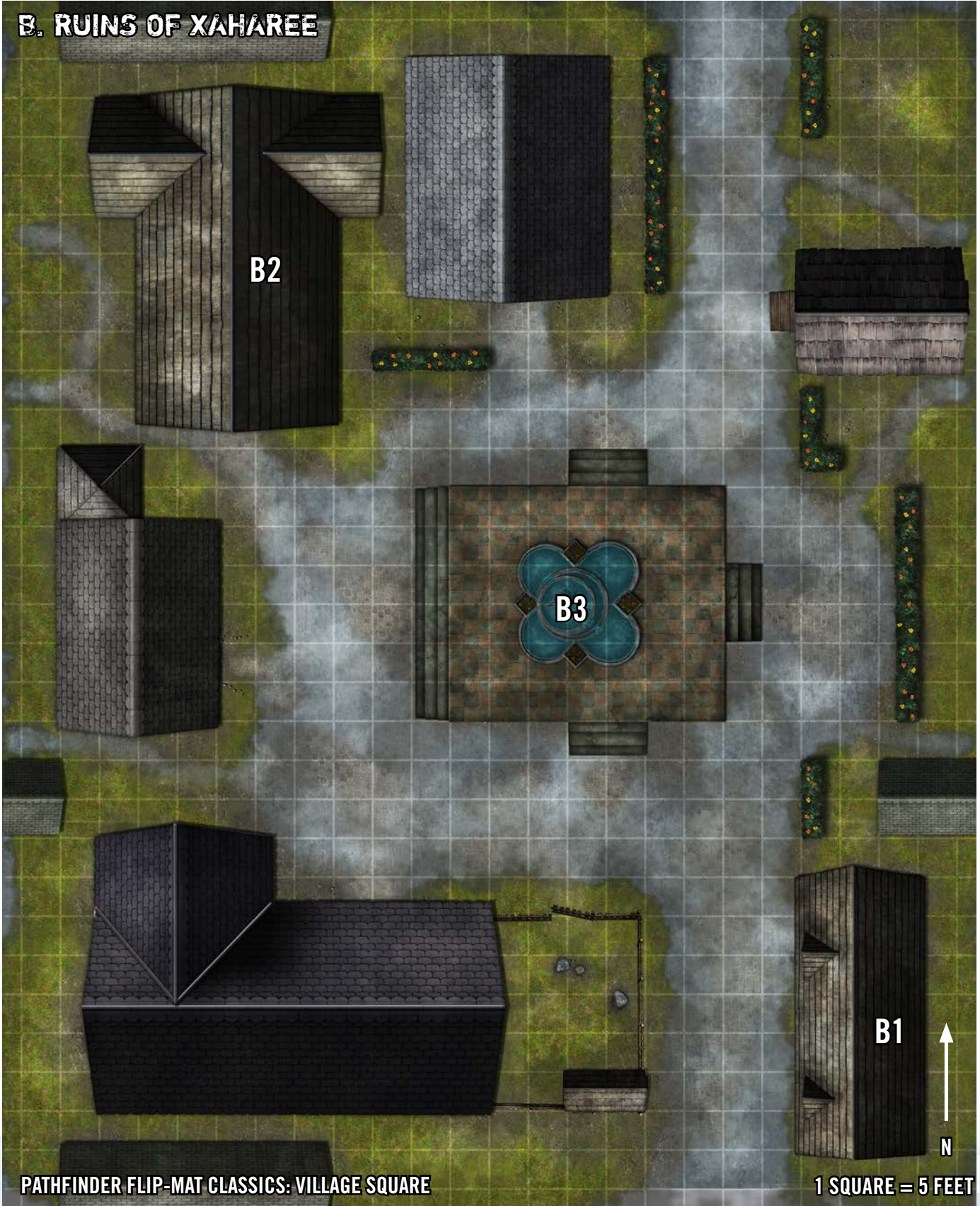
Where is your home? "Xaharee is not far." The spirit points to the wall of glyphs.

Development: If the PCs choose to bond with the spirit, then it gives them a strong impression of how to open the passage, otherwise the PCs should be able to take time to search and locate the way forward. After hiking down into the moon for another hour, the passage opens to a vast chamber full of ruined buildings.

B. RUINS OF XAHAREE

Though Xaharee was once a beautiful city, volcanic activity has sealed off most connecting passages, and the moon's cooling core renders the geothermal power sources inoperable. Most of the

B. RUINS OF XAHAREE



PATHFINDER FLIP-MAT CLASSICS: VILLAGE SQUARE

1 SQUARE = 5 FEET

city's buildings have collapsed, though what may have once been a downtown district looks mostly intact. The underground city's ceiling rises to an average of 200 feet; the occasional glowing wisp of a ghost is visible floating around and above the city.

The PCs can explore the city freely, eventually repairing the museum's displays and learning about the mentrasi's history and association with the Scoured Stars. Allow the PCs to explore the locations in any order they desire. Around the city and at each location are small piles of dust; a PC succeeding at an Easy Medicine identifies these as the decomposed remains of mentrasi.

B1. LIBRARY

This building contains multiple data terminals for public use. Though the cataclysm destroyed most of the data banks, a single user terminal remains intact. A PC can salvage a charged mentrasi battery from the working terminal in 1 minute with no skill check required, though this soon activates the robots in area **B3**. As the PCs explore this location, they occasionally hear someone shushing them if they talk above a whisper; if the PCs continue to make loud noises, several shelves topple over, nearly falling on the loudest PC but causing no damage.

Multiple data-pads lay scattered around the library. If the PCs use the data pads with the computer system, they discover a series of diagrams showing how to convert planetary scale shields into barriers for repelling lava flows, a personal datapad journal (give the PCs **Handout #2**), and information about a necromantic ritual for binding spirits. PCs who study the ritual and succeed at an Average Mysticism check gain a +2 circumstance bonus on Mysticism checks to unravel the menhir's magic during the Disrupting the Menhir encounter (see page 15). If the friendly spirit is bonded with a PC, it urges the PC to investigate the datapads.

B2. MUSEUM OF THE SLEEPING GOD

A tall building with four spires of varying heights stands at the corner of a broad intersection. Its large steep stairway leading to the front entrance gives it a cathedral like appearance while the four spires give the building the appearance of a four fingered hand grasping toward the heavens. The crumbling stone facade reveals a sturdy metallic structure underneath.

This museum preserves memories of the sleeping god, Kadrical. The four main exhibits include a series of rooms linked together, all with offline holographic displays. The final exhibit exits into a gift shop, though the cataclysm destroyed most of these objects.

A Vision: A secret door lies behind a tattered curtain, which a PC can notice with a successful Easy Perception check. The door leads to the rear hallways of the museum. If the friendly spirit is bonded with a PC, it gives the PC the location of the secret door through ghostly visions of a mentrasi engineer opening it. A PC exploring this location keeps seeing the image of a black robed mentrasi wearing a golden mask out of the corner of their eye, but when they search for the creature, they find no trace of it.

A Museum's worth of History

Area **B2** provides a lot of new lore to PCs regarding the history of the Scoured Stars, including the first mentions of Dhurus and Kadrical. Though the information is integral to the mentrasi's history and the PCs' research efforts, it's possible for some PCs to get bogged down in the sheer amount of information presented. To help alleviate some of this, many of the museum displays call upon or add to information learned in previous scenarios. GMs should keep in mind the following scenarios when running this encounter and remind players of what they may know from prior events:

Starfinder Society Scenario #1-11: In Pursuit of the Scoured Past: The PCs likely learned about the exodus of 8 civilizations from the Scoured Stars.

Starfinder Society Scenario #1-13: On the Trail of History: The PCs met the izalguuns, one of the other species to escape the Scoured Stars system. They also had their first encounter with jinsul starships.

Starfinder Society Scenario #1-23: Return to Sender: The PCs fought against the jinsuls.

Starfinder Society Scenario #1-29: Honorbound Emissaries: The PCs encountered a species belonging to the Kreiholm Freehold, another group who escaped the Scoured Stars.

Starfinder Society Scenario #1-99: The Scoured Stars Invasion: The PCs travelled into the Scoured Stars and perhaps visited the original mentrasi home world.

Control Room: By entering a series of the back hallways, the PCs can locate the control room for the museum. This room contains two large computers connected to a burned-out hybrid power relay covered in scorch marks. During the cataclysm, the hybrid relay overheated and caught fire, destroying it and cutting off power to the computer systems. The relay's battery backup has long since been depleted. The PCs may restore power in one of three ways: restore 20 charges to the battery (40 charges in Subtier 5-6), jury rig a battery to the system (a high-capacity or larger battery is required in Subtier 5-6) with a successful Hard Engineering check, or replace the battery with a spare mentrasi battery (such as the one located in the Library) with an Average Engineering check.

One of the hybrid computers runs the operations and security systems, which include internal sensors, cameras, lights, temperature controls, alarms, and a communications array. This computer is operational but without power. If the PCs can restore power, the system starts up, turns on the lights to create dim light in all areas within the museum, and displays holographic feeds of the museum's public areas. With a Hard Computers check, the PCs can hack the computer to gain control of the system.

The second hybrid computer runs the museum displays. A power surge heavily damaged its magical components and data storage devices. The magical components need to be reinforced one of three ways: a successful Hard Mysticism check, expending a 2nd level spell slot (two spell slots in Subtier 5–6) to strengthen the magical bonds, or replacing the geomancy focus. A replacement part is located in the City Square (area **B3**) and requires no skill check to replace. Once repaired and powered on, the museum automatically starts up the holographic displays throughout the public areas. Because of the damage to the data storage, many of the displays are glitching and have incomplete information; the lost information cannot be retrieved or restored.

Once repaired, the four museum displays show the following information.

Mentrasi the Collected: The holographic screen flickers to life, showing a world similar to Kukanou-2b, but with pockets of rich vegetation (this is Bastiar-2, a planet the PCs may have already visited in *Starfinder Society Scenario #1-99: The Scoured Stars Invasion*). The screen shows depictions of mentrasi farming mushrooms and root vegetables, building rudimentary metal tools, blowing glass, shaping it with their bare hands, and working at forges. A sleek starship made of shining golden metal slowly lands in an open field where mentrasi flock to investigate. Four creatures step out from a glowing portal in the side of the metallic structure; they wear flowing black linen robes and golden metal masks, and they carry no weapons.

One figure removes their mask and resembles a jinsul. The screen pauses and displays the creature's name as "Dhurus." A PC who succeeds at a Hard Culture check can recognize the name Dhurus as being the mysterious leader of the jinsuls. Soon after this scene, the video scrambles and repeats before showing the other three figures. A pleasant mentrasi voice-over narrates; if the PCs understand Mentrasi, read or paraphrase the following.

"Centuries ago, our people were a peaceful race of farmers and tinkerers, unlocking the secrets of metallurgy and glass blowing. Our people were happy, but advancement was difficult without a guiding hand. We had no central government and only a barter system of economics.

"One day, a starship descended from the heavens. Our ancestors immediately recognized these four celestials as heralds of the divine: Master of Conquest, Master of Preservation, Master Archivist, and Master of Nomenclature."

Mentrasi the Devout: The next exhibit is heavily damaged but shows short holographic images of mentrasi worshipping some divine figure. The mentrasi tend to wear flowing black robes, metallic masks, and perform the following tasks: placing various crystals in neat rows within a glass container, scanning rock formations, performing data entry on modern computer systems, performing elaborately choreographed dance routines in perfect columns and rows, and cleaning and polishing surfaces until everything is spotless. Images of izardguuns (*Starfinder Society Scenario #1-13:*

On the Trail of History), gaseous thyrs (*Starfinder Society Scenario #1-29: Honorbound Emissaries*), jinsuls, and other races appear to be worshipping with the mentrasi. The occasional image of the jinsuls fighting with the mentrasi flashes through the chamber, as does a document with the name "Kreiholm Freehold" prominently displayed. The voice-over is so garbled as to be complete nonsense, even with magic such as *comprehend languages*. If the friendly spirit is bonded with a PC, that PC experiences an overwhelming sense of fear at the sight of the jinsuls.

Mentrasi the Prisoners: This exhibit depicts mentrasi building and flying modern-looking spacefaring vessels. A particularly complex starship launches from an underground bunker and into the atmosphere of a rocky planet. The spacecraft powers up a large engine that glows brightly and seems about to exit the planet's orbit when a golden bubble surrounds the craft and starts to drag it back to the surface of the planet. The bubble gently sets the craft down on the surface before releasing the craft and disappearing. Several mentrasi shake their heads in confusion while others raise their faces to the sky and shout: pleading, accusing, weeping. The sky slowly fades to gold as a massive shield forms above the heads of the mentrasi. A view from space shows the planet slowly being enveloped entirely in a golden shield. The image depicts crying mentrasi, then several attempts to escape through the shield such as by launching more spacecraft, launching weaponry, and magically flying mentrasi casting spells at the shield. None of these attempts succeed in breaking the shield.

The voice-over is heavily damaged, but PCs who understand Mentrasi can understand a few phrases while the images are playing. Read or paraphrase the following.

"Bzzt—tried to explore the stars—Psst—overprotective—Thk. Thk. Thk—would not let us leave; we pleaded with Kadrical to—Thhhh—Became obsessive—Shhhh—tried everything—ZZZZzzzzzP—could not penetrate the golden shield—Zrt-zrt-zrt-zrt—but Kadrical had fallen silent, fallen asleep. Using all of his strength to maintain the shield—Ktsh."

Mentrasi the Fugitives: The final exhibit shows the mentrasi looking astonished as the golden shield above their world suddenly vanishes. They rapidly build starships, evacuate their homes, and flee on large transports. The mentrasi join ships from other planets during the exodus, but each group departs in wildly differing directions. The figure from the "Mentrasi the Collected" display, Dhurus, is visible as a spectral image clawing at the ships fleeing the star system.

Shortly after their escape, the remaining starships scan the stars and find a new planet to settle in a small out-of-the-way system. They build museums to Kadrical, but not temples. If the friendly spirit is bonded with a PC, that PC is again filled with a feeling of inescapable dread at the sight of the jinsuls, especially Dhurus. A pleasant voice-over narrates; if the PCs understand Mentrasi, read or paraphrase the following.

"One day the shield vanished. Perhaps Kadrical stirred in his sleep, allowing us to flee as the shield dropped. Whatever the reason, our ancestors seized the opportunity and built the starships they had been designing and planning, should they ever get the opportunity to escape.

"We fled across the stars with the seven other groups, including the aggressive jinsuls who'd grown restless in their own captivity. Kadrical's herald, Dhurus, the Master of Conquest, disabled several transport ships. Most of our people used our experimental engines to travel in stasis from one part of the galaxy and appear in another. The other seven groups scattered across the galaxy, each going their separate ways.

"We scanned the stars and found a new home, the very world where you stand today. Though we are thankful for Kadrical's teachings and long-remembered protection, As a species we have vowed to never follow a deity again. Kadrical is respected as part of our history and traditions, but there he shall remain: in the past.

"The Mentrași Historical Society would like to thank you for your visit today. Please exit into our gift shop—Bzzzt."

Treasure: Though the seismic cataclysm ravaged the museum's gift shop, some of the merchandise remains intact. Surviving items include: metallic replicas of a sleek golden starship, finger sized crystals with various mentrași names laser etched on the interior and attached to short metal chains, plush mentrași in clergy robes, and several copies of the "Escape the Shield" cooperative board game. In Subtier 3-4, these relics are worth 600 credits to the right collector; in Subtier 5-6 they are instead worth 3,000 credits.

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

Subtier 3-4: Reduce each PC's credits earned by 100.

Out of Subtier: Reduce each PC's credits earned by 300.

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

B3. CITY SQUARE (CR 6 OR CR 8)

The center of the downtown area features a raised pedestal with the remains of a fountain in the center. Debris surrounds the fountain from the hurried installation of a seven-foot-tall stone menhir. At the base of the fountain, a small placard sprays sparks and generates random chirping noises due to malfunctioning holographic projection technology. Various tools used in both stone working and magical rituals litter the area.

A PC who succeeds at a hard Mysticism check can determine that the menhir was hastily installed, the tools from the installation remain scattered around the area, and a circle of dust piles surrounds the fountain and menhir, indicating a ritual was performed on it.

If the PCs inspect the placard, they discover the technological components are damaged, but the magical component, a geomancy focus, remains intact. The PCs can remove the components and use

Scaling Encounter B3

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

Both Subtiers: Because the security robots have not been activated in quite some time, they are staggered for the first 2 rounds of combat and their jolting arc does not recharge.

them to repair the computer at the museum (area **B2**), but not without attracting the attention of mentrași security robots (see below). If the friendly mentrași spirit is bonded with a PC, that PC feels a sense of awe and importance about the menhir.

Creatures: A group of patrol-class security robots stand in hidden underground alcoves, ready to guard the city center against any threats or violent crimes. Their programing has become somewhat corrupted over time; if they detect any crime, such as tampering with the placard, they rise up from their hidden alcoves, go to maximum alert status, and use lethal means to subduing their offenders.

If the PCs have already spoken with Iteration-177 (see page 14) and have not yet destroyed the security robots, the latter lack the power to emerge from their alcoves and do not initiate combat. In Subtier 3-4, two of the robots have been deployed and destroyed during the cataclysm, leaving only two functioning robots behind.

SUBTIER 3-4 (CR 6)

PATROL-CLASS SECURITY ROBOT (2) CR 4

HP 52 (*Starfinder Alien Archive* 94; see page 19)

Melee tactical swoop hammer +10 (1d10+7 B)

SUBTIER 5-6 (CR 8)

PATROL-CLASS SECURITY ROBOT (4) CR 4

HP 52 (*Starfinder Alien Archive* 94; see page 19)

Melee advanced pike +10 (2d8+7 P; critical bleed 1d8)

Development: Once the PCs dispatch the security robots, they're free to explore the area, including the menhir and the placard. Note that the PCs should not be able to decipher the menhir's purpose at this point and should need to encounter Iteration-177 before the final encounter of the scenario can occur here. If the PCs persist in trying to dismantle the menhir, instead proceed to Disrupting the Menhir (see page 15). If this occurs, the PCs can find Iteration-177's equipment while departing the city, though they miss out on an important encounter with the mysterious android.

Treasure: Each security robot has been equipped with specialized melee weapons. After disabling the robots, the PCs can easily remove them from the robots.

Inubrix

Nicknamed “ghost iron,” inubrix is the softest of the starmetals. Due to the metal’s unique structure, inubrix molecules can realign to pass through submolecular spaces in denser materials. Inubrix sees use in complex machinery, especially in collapsible or miniaturized technologies. In its pure form, inubrix is too soft to function as a building material. Items using inubrix are made of an alloy of inubrix and another metal, often platinum, the dense molecular structure of the latter serving to anchor the former in place.

Inubrix-alloy weapons and ammunition ignore hardness of 10 or less. If a critical hit effect from an inubrix weapon requires a saving throw, the save DC increases by 2. This increase also applies to the injection DC +2 critical hit effect, provided the weapon doing the injecting—such as the dart of a needler pistol—is made of inubrix. A melee weapon made of inubrix alloy can also pass slightly into other solid objects, giving the wielder extra leverage for disarm attempts; this advantage grants a melee weapon made of inubrix alloy the disarm special property.

For more information, see page 67 of *Starfinder Armory*.

Rewards: If the PCs fail to defeat the security robots, reduce each PC’s credits earned by the following amount. If the PCs manage to bypass the need for the geomancy focus and don’t need to fight these robots, do not reduce these rewards.

Subtier 3–4: Reduce each PC’s credits earned by 112.

Out of Subtier: Reduce each PC’s credits earned by 463.

Subtier 5–6: Reduce each PC’s credits earned by 813.

OFF THE BEATEN PATH

Once the PCs have reactivated the museum displays and retrieved the information from the library—or they become unable to continue—they receive a distress signal from Iteration-177. If any PCs have Chronicle sheets from *Starfinder Society Scenario #1-05: The First Mandate* or *Starfinder Society Scenario #1-11: In Pursuit of the Scoured Past*, they recognize the android from those scenarios.

“If anyone can hear this, please send aid. This is Iteration-177 and I’m in need of immediate assistance. This message is on a loop with my coordinates embedded; I am not able to respond. Please assist if able.”

The coordinates indicate a small chamber away from Xaharee’s borders, approximately 20 minutes away by foot. When the PCs arrive, the android is lying in the chamber, their body partially dismantled. Read or paraphrase the following as the PCs approach.

“Ah, Starfinders. How good of you to drop in. I’m having somewhat of a difficult time here, as you can tell. Surviving this place is more difficult than I anticipated, and I must admit to needing some assistance. Do you think you could do me a somewhat dangerous favor?”

Iteration-177 engages the PC in conversation, all the while remaining charming and polite. Though they won’t say specifically what happened to them or why they’re here, they do need the PCs’ help. Iteration-177 is immune to mind-affecting effects; *detect thoughts* and similar mind-affecting spells automatically fail when targeting Iteration-177. The android is acutely aware of any attempted mental intrusion, but they just ignore it given the serious situation. If the friendly spirit is bonded with a PC, that PC feels a sense of awe and nervousness around Iteration-177. The following are likely questions the PCs have and Iteration-177’s response.

Who are you? “Just an explorer who learned there were great treasures buried here.”

What are you doing here? / What did you expect to find here? “I was following up on the Scoured Stars incident; it’s quite the talk of the Pact Worlds, after all. Have you found anything interesting?”

What happened to you? “The ghosts of the past. I’m sure you’ve noticed, but the spiritual damage to this place is great. It turns out I’m not as capable of withstanding the onslaught as I had hoped.”

What do you want from us? “To purge the city of its spiritual influences; the souls that are trapped here can be quite dangerous.” Iteration-177 eyes the rest of their damaged body. “Do you agree to help me?”

Why should we help you? “Looking for personal gain? Very well. I can offer a reward of several thousand credits as well as my personal appreciation, something that is worth quite a bit more than credits, if I may boast.”

Can we help you? “You won’t have the equipment to do so here... my construction is very specific. Perhaps we can address that concern after taking care of the haunting of Xaharee.”

Shall we take you with us? “Please do not move me. I prefer to stay here where I’m in relatively less danger. I’ll be okay. I’ve been through worse.”

What do you know about Kadrical? “I have heard of him; he’s a sleeping god once worshipped by the mentrasi and a few other species. Unfortunately, not many alive today seem to know much about him.”

What do you know about the Scoured Stars? “Quite a bit, actually. But that is hardly important right now; I’ll discuss this with you at a later time, I promise.”

When the PCs agree to help Iteration-177, read or paraphrase the following.

“The spiritual activity here in Xaharee is no accident. The mentrasi in the nearby city discovered an imminent seismic cataclysm and took desperate measures to survive it. I’ve uncovered a ritual the Xaharee leaders used to bind their spirits

to this city, specifically the menhir in the center of downtown park. I believe they misinterpreted the ritual and thought it would bind their life essence here, including their physical bodies. Instead it ripped the spirits of every living thing from the city and bound it to the menhir, the focal point of the ritual.

"Think of the menhir as a spiritual anchor; I believe that by disrupting the menhir we can free the trapped spirits. I want you to go to the city center, find the menhir, and destroy it. Be warned, it will put up quite a fight once it realizes you're there to destroy it. I would rest and prepare before heading back into the city to face it. Take some of my weapons with you," Iteration-177 looks meaningfully toward a *null-space chamber* lying on a nearby rock.

Development: Once the PCs have had a chance to rest, they can head back to the city to destroy the menhir.

Treasure: Iteration-177 has left a *mk 1 null-space chamber* for the PCs. In Subtier 3-4 it contains two *mk 2 serums of healing*, an *inubrix sintered greataxe^{AR}*, and a *ghost killer liquidator disintegrator pistol^{AR}*. In Subtier 5-6 it instead contains four *mk 2 serums of healing*, an *inubrix sentinel spear*, and a *ghost killer gelid hail pistol^{AR}*.

Rewards: If the PCs do not agree to help Iteration-177, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 269.

Out of Subtier: Reduce each PC's credits earned by 369.

Subtier 5-6: Reduce each PC's credits earned by 469.

EVENT: DISRUPTING THE MENHIR (CR VARIES)

As the PCs return to Xaharee's downtown district, the ghostly presence in the city heightens. Ghostly wails becomes louder until they reach a constant wind-like howl in the city center. Stones and debris around the city vibrate and crack with increased frequency. Once at the city center (area **B3**), the faint glow of spirits in the area create dim light across the chamber as the ghosts fly around the center in anticipation of the PC's actions.

Creatures: As soon as the PCs set foot in the city center, the spirits infesting the menhir prepare to defend themselves. The menhir summons and controls both haunted earth elementals and mentrasi spirits, trying to drive the PCs away, but the massive standing stone is otherwise immobile. It summons one creature as combat begins and continues summoning elementals and spirits, so the PCs need to balance attacking the menhir and defending themselves against the spirits it raises.

A PC within 30 feet may attempt to disrupt the magic of the menhir by attempting a Mysticism check as a standard action. A successful Average skill check deals 25 points of damage to the menhir (35 points in Subtier 5-6) while a successful Hard skill check deals 50 points of damage (70 points in Subtier 5-6). Any PC trained in Mysticism knows they can perform this action, shouting invocations against the menhir. A PC with the Priest theme who venerates Pharama also knows this and can attempt the check untrained with a +4 bonus.

Scaling Event 1

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

Both Subtiers: The spirit-bound menhir can use its manifest spirit ability to manifest up to only 3 spirits and does not manifest a spirit at the start of combat.

PCs within 30 feet may attempt to analyze the menhir for weak points as a move action. A successful Average Engineering or Physical Science check identifies a weak spot on the menhir, allowing the next successful physical or energy attack against the menhir to ignore the structure's hardness. A successful Hard Engineering or Physical Science check also allows that attack to deal an automatic critical hit.

SUBTIER 3-4 (CR 7)

HAUNTED EARTH ELEMENTAL (VARIES) CR 3

N Medium undead (elemental)

HP 40 each (*Starfinder Alien Archive* 46; see page 19)

Immunities elemental immunities, undead immunities

Weakness vulnerable to positive energy

Other Abilities unliving

TACTICS

During Combat The elemental focuses its aggression on the PC that has traversed farthest into the side cavern or has presented themselves as the greatest combat threat.

Morale Controlled by unliving spirits, the earth elemental fights to the death.

MENTRASI SPIRIT (VARIES) CR 3

N Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

DEFENSE HP 25 EACH

EAC 13; **KAC** 14

Fort +4; **Ref** +5; **Will** +6

Defensive Abilities incorporeal; **Immunities** undead immunities

Weakness vulnerable to fire

OFFENSE

Speed fly 60 ft. (Su [perfect])

Melee destructive touch +5 (1d6+3 A)

Offensive Abilities kinetic surge (DC 14)

Spell-Like Abilities (CL 3rd; melee +5)

3/day—*magic missile*, *mind thrust* (level 1, DC 15)

At will—*daze* (DC 14), *fatigue* (DC 14)

TACTICS

During Combat A mentrasi spirit uses kinetic surge to damage as many opponents as it can, before it switches to casting *magic missile* and attacking in melee with its destructive touch.

Morale A mentrasi spirit fights until destroyed in order to protect its home.

STATISTICS

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

Skills Acrobatics +13, Intimidate +13, Mysticism +8

Languages Aklo, Mentrasi, Terran

SPECIAL ABILITIES

Kinetic Surge (Su) A mentrasi spirit can rush at opponents at an extreme speed, passing through them to corrupt their victims' physical forms. As a full-round action, a mentrasi spirit may move up to double their speed. During this movement they may pass through the space of other creatures without requiring an Acrobatics check; this movement does not provoke attacks of opportunity. Each

creature whose space the mentrasi spirit shares during this movement takes 3d6 acid damage (DC 14 Reflex for half). The spirit cannot target a particular creature more than once per round with this ability. After using this ability, a mentrasi spirit may not use this ability again for 1d4+1 rounds.

SPIRIT-BOUND MENHIR

CR 7

N Large construct (magical)

Init –5; **Senses** blindsight 120 ft.; Perception +19

DEFENSE **HP** 250

EAC 4; **KAC** 4

Fort +7; **Ref** +0; **Will** +4

Defensive Abilities hardness 5, unflankable; **Immunities** construct immunities

Weakness vulnerable to positive energy

OFFENSE

Speed 0 ft.

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities manifest spirit

TACTICS

Before Combat Roaming spirits overheard Iteration-177's commands to the PCs and knows of their intentions. When rolling initiative, the menhir manifests one spirit immediately before its initiative order.

During Combat The spirit-bound menhir uses manifest spirit to manifest a spirit each round. It tries to maintain an equal number of haunted earth elementals and mentrasi spirits, preferring mentrasi spirits when the numbers are even.

Morale Having no other choice, the spirit-bound menhir defends itself until destroyed.

STATISTICS

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

Other abilities unliving

SPECIAL ABILITIES

Manifest Spirit (Su) A spirit-bound menhir may release one of its contained spirits—either an earth elemental or a mentrasi spirit—into an adjacent square as a full-round action. Any released spirits may act immediately after the menhir's initiative count. These spirits can move up to 500 feet from the menhir and do not need to maintain line of effect, but an ethereal silvery cord always connects the spirit to the menhir. If the spirit is destroyed, the menhir immediately takes an amount of damage equal to the spirit's maximum hit points. When the menhir is destroyed, all spirits both manifested and contained within the menhir are immediately released to join the River of Souls and continue to the afterlife. The spirit-bound menhir may have only 4 manifested spirits at once and may only manifest a haunted earth elemental or mentrasi spirit (see page 15).



Spirit-Bound Menhir

SUBTIER 5-6 (CR 9)

HAUNTED LARGE EARTH ELEMENTAL (VARIES) CR 5

N Large undead (elemental)

HP 70 each (*Starfinder Alien Archive* 46; see page 19)

Immunities elemental immunities, undead immunities

Weakness vulnerable to positive energy

Other Abilities unliving

TACTICS

Use the tactics from Subtier 3-4.

POWERFUL MENTRASI SPIRIT (VARIES) CR 5

N Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; **Perception** +11

DEFENSE **HP** 50 EACH

EAC 16; **KAC** 17

Fort +6; **Ref** +7; **Will** +8

Defensive Abilities incorporeal; **Immunities** undead immunities

Weakness vulnerable to fire

OFFENSE

Speed fly 60 ft. (Su [perfect])

Melee destructive touch +8 (1d6+5 A; critical wound)

Offensive Abilities kinetic surge (Reflex DC 15)

Spell-Like Abilities (CL 5th; melee +8; ranged +10)

1/day—*force blast* (DC 16), *inflict pain* (DC 16)

3/day—*magic missile*, *mind thrust* (level 1, DC 15)

At will—*daze* (DC 14), *fatigue* (DC 14)

TACTICS

During Combat A mentrasi spirit uses kinetic surge, then proceeds to casts *force blast* and *magic missile*. It prefer to target as many living creatures as possible. The spirits cast *inflict pain* and *mind thrust* against dangerous opponents who've damaged them or threatened the menhir.

Morale A mentrasi spirit fights until destroyed.

STATISTICS

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

Skills Acrobatics +16, Intimidate +16, Mysticism +11

Languages Aklo, Mentrasi, Terran

SPECIAL ABILITIES

Kinetic Surge (Su) See Subtier 3-4; 4d6 acid damage, Reflex DC 15 for half.

SPIRIT-BOUND MENHIR CR 9

N Large construct (magical)

Init -5; **Senses** blindsight 120 ft.; **Perception** +22

DEFENSE **HP** 350

EAC 4; **KAC** 4

Fort +9; **Ref** +0; **Will** +6

Defensive Abilities hardness 10, unflankable; **Immunities** construct immunities

Weakness vulnerable to positive energy

OFFENSE

Speed 0 ft.

Space 10 ft.; **Reach** 0 ft.

Offensive Abilities manifest spirit

TACTICS

Before Combat Roaming spirits overheard Iteration-177's commands to the PCs and knows of their intentions.

When rolling initiative, the menhir manifests one spirit immediately before its initiative order.

During Combat The spirit-bound menhir uses manifest spirit to manifest a spirit each round. It tries to maintain an equal number of haunted earth elementals and mentrasi spirits, preferring mentrasi spirits when the numbers are even.

Morale Having no other choice, the spirit-bound menhir defends itself until destroyed.

STATISTICS

Str -; **Dex** -; **Con** -; **Int** +3; **Wis** +4; **Cha** +6

Other abilities unliving

SPECIAL ABILITIES

Manifest Spirit (Su) A spirit-bound menhir may release one of its contained spirits—either an earth elemental or a mentrasi spirit—into an adjacent square as a full-round action. Any released spirits may act immediately after the menhir's initiative count. These spirits can move up to 500 feet from the menhir and do not need to maintain line of effect, but an ethereal silvery cord always connects the spirit to the menhir. If the spirit is destroyed, the menhir immediately takes an amount of damage equal to the spirit's maximum hit points. When the menhir is destroyed, all spirits contained within the menhir and manifested are immediately released to join the River of Souls and continue to the afterlife. The spirit-bound menhir may manifest up to 4 spirits at once and may only manifest a haunted Large earth elemental or powerful mentrasi spirit.

Development: When the menhir is destroyed, a great shock wave blasts out from its center, shaking the foundations of the buildings and causing dust and rubble to fall from the stony ceiling far above. A colossal swirling vortex of spirits manifests above the city, ascending upwards, away from the ruins of Xaharee. After a few moments, the swirling spirits dissipate, leaving the city in almost complete silence. Only the echoes of rubble settling pierce the final stillness of the last city of the mentrasi. All spirits in the city, including the friendly spirit if it joined the PCs, have departed to the River of Souls, leaving it truly empty.

Treasure: The menhir consists of valuable stone reinforced with rare metals. Whether the PCs value it for its archaeological merit or its worth as scrap material, they can return the remains of the menhir to the Society for 4,500 credits (9,900 credits in Subtier 5-6).

Rewards: If the PCs fail to destroy the spirit-bound menhir, reduce each PC's credits earned by the following amount.

Subtier 3-4: Reduce each PC's credits earned by 750.

Out of Subtier: Reduce each PC's credits earned by 1,200.

Subtier 5-6: Reduce each PC's credits earned by 1,650.

CONCLUSION

After the final destruction of the menhir, there is little left that the city of Xaharee has to offer the PCs. If they go back to find Iteration-177, there is no trace of the android's body or evidence that anything stirred in the chamber they once found them in. The trip back to the surface is somewhat uneventful, and any further scans of the star system still show no other starships in the vicinity.

When the PCs return to Jahnura to report their findings, he listens to their entire report in calm silence while staring out the window at the skyline of Absalom Station's Eye. Once they've finished, he slowly turns to face them, his face stoic. If the PCs were able to retrieve the information from the museum, read or paraphrase the following.

"Thank you," Jahnura begins, "you've done a commendable job and shown me just how reckless I've been. The idea that there is a deity sleeping within the Scoured Stars is... It matches my visions and the records recovered from the survivors of my expedition there." He lowers his head for a moment, rubbing his temple. "Your report mentions that Dhurus is the name of one of Kadrical's four heralds. I fear this is the same Dhurus that leads the jinsuls against us now. This fact is... daunting. I'm concerned about what happens if this deity eventually 'wakes up.' Are the jinsuls typical followers or extremists? It sounds like the mentrasi fled from this god's overbearing protection, which makes me even more concerned about our future."

He removes an ancient looking compass from his pocket and turns it over in his hands several times, brushing his fingers across the surface. "The Society cannot afford to sit back and react to these ongoing events. We need to formulate a strategy for dealing with the damage we've caused—I've caused. I'll meet with First Seeker Luwazi Elsebo and decide what to do next. Thank you, Starfinders. You are dismissed, with my personal thanks."

If the PCs were unable to retrieve the museum information, read or paraphrase the following.

"I appreciate your efforts, Starfinders. It appears there was not

much more I could have learned on my first trip, but I have this feeling like there is something still undiscovered there. Perhaps I will have a team launch a probe to stay in orbit of the moon so we can be aware of any changes. Remember, your work for me is confidential, even from Luwazi Elsebo. Let's keep all this between us. Dismissed."

REPORTING NOTES

If a PC bonded with the mentrasi spirit, check box A. If the PCs agreed to help Iteration-177, check box B. If the PCs saved the mentrasi spirits bonded to Xaharee by destroying the menhir, check box C.

PRIMARY SUCCESS CONDITIONS

If the PCs recover the exhibit information from the museum, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon. PCs who complete this mission also gain the Journey to the Scoured Stars: Segment 6 boon on their Chronicle sheets.

SECONDARY SUCCESS CONDITIONS

If the PCs complete two of the following, they earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted Faction boon: succeeded at a DC 20 or higher Computers check to scan Kukanou-2b before landing on the surface, avoided setting off the cave-in in the *Tear* altar chamber (area **A2**), explored all three major areas in Xaharee's city center, destroyed the menhir and released the trapped mentrasi spirits.

PCs who destroyed the menhir and thereby released the spirits of Xaharee also gain the Spirits of a Doomed People boon on their Chronicle sheets.

FACTION NOTES

If the PCs succeeded at their primary mission, they have helped Jahnura gain closure on his failures in pursuing the *Tear* and the Scoured Stars. Each PC earns 1 additional Reputation with the Second Seekers (Jahnura) faction, in addition to any other Reputation earned from completing this scenario.

APPENDIX: STAT BLOCKS

HAUNTED MEDIUM ELEMENTAL, EARTH CR 3

Variant Medium elemental (*Starfinder Alien Archive* 46)
N Large outsider (earth, elemental, extraplanar)

Init +2; **Senses** blindsense (vibration) 60 ft., darkvision 60 ft.;

Perception +8

DEFENSE HP 40

EAC 14; **KAC** 16

Fort +7; **Ref** +5; **Will** +2

DR 5/-; **Immunities** elemental immunities

Weakness vulnerable to positive energy

OFFENSE

Speed 20 ft.; burrow 20 ft.

Melee slam +12 (1d6+7 B)

STATISTICS

Str +4; **Dex** +2; **Con** +1; **Int** -3; **Wis** +0; **Cha** +0

Skills Acrobatics +8, Athletics +8

Languages Aklo, Mentrasi, Terran

Other Abilities earth glide, earth mastery, unliving

SPECIAL ABILITIES

Earth Mastery (Ex) An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a -2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

HAUNTED LARGE ELEMENTAL, EARTH CR 5

Variant Large elemental (*Starfinder Alien Archive* 46)

N Large outsider (earth, elemental, extraplanar)

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

Perception +11

DEFENSE HP 70

EAC 17; **KAC** 19

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

DR 5/-; **Immunities** elemental immunities

Weakness vulnerable to positive energy

OFFENSE

Speed 20 ft.; burrow 20 ft.

Melee slam +15 (1d6+10 B)

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

STATISTICS

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

Skills Acrobatics +11, Athletics +11

Languages Aklo, Mentrasi, Terran

Other Abilities earth glide, earth mastery, unliving

SPECIAL ABILITIES

Earth Mastery (Ex) An earth elemental gains a +1 bonus to attack and damage rolls if both it and its foe are touching the solid surface of a planet or an asteroid. If an opponent is airborne or waterborne, the elemental takes a -2 penalty to attack and damage rolls. These modifiers apply to initiating or resisting bull rush combat maneuvers.

PATROL-CLASS SECURITY ROBOT CR 4

Starfinder Alien Archive 94

N Medium construct (technological)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +10

DEFENSE HP 52

EAC 16; **KAC** 18

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

Defensive Abilities integrated weapons, nanite repair;

Immunities construct immunities

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +10 (1d6+7 B)

Ranged integrated tactical arc emitter +13 (1d4+4 E)

Offensive Abilities jolting arc

STATISTICS

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

Skills Acrobatics +10, Computers +10, Intimidate +15

Languages Common

Other Abilities unliving

Gear tactical arc emitter with 2 batteries (20 charges each)

SPECIAL ABILITIES

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

Jolting Arc (Ex) Once every 1d4 rounds as a standard action, a patrol-class security robot can shoot an arc of electricity at up to four creatures within 40 feet (no two of which can be more than 30 feet apart). This arc deals 1d8 electricity damage to each target (Reflex DC 13 half).

Nanite Repair (Ex) A patrol-class security robot's nanites heal it, restoring a number of Hit Points per hour equal to its CR (4 Hit Points per hour for most security robots). Once per day as a full action, a patrol-class security robot can restore 3d8 Hit Points to itself or any touched construct with the technological subtype.

HANDOUT #1: JADNURA'S ORDERS

This is First Seeker Jahnura.

You have shown yourself to be an exemplary agent. As such, I have need of you for an urgent and highly classified mission.

Do not speak of it to other agents, faction leaders, or even First Seeker Luwazi Elsebo.

I need you to meet me at the attached coordinates, inside the Lorespire Complex.

It's under construction, but it is quite safe. The date and time have already been entered into your comm unit.

HANDOUT #2: MENTRASI JOURNAL

271st Orbit, 324th

They say a strange comet is headed towards our moon; a scouting force is being sent out to scan the object and deter it from collision. The Elders are not concerned; the bombardment shields and outer crust should protect us from any harm. Vichokchok's nameday is tomorrow; I still need to buy them a present.

271st Orbit, 330th

The scouts have found the object and are returning it here, to Xaharee, for study. They say it is a golden prism and may have once belonged to Kadrical. If so, then that does not bode well for our people. Perhaps I will take Vichokchok on vacation to the ice caps; they like cold weather.

271st Orbit, 332nd

Vichokchok cannot get the time from work until next month, so the vacation will have to wait. I need to re-align the seismic sensors and clean out the relays anyway.

They verified the object as an artifact from Kadrical, but it hasn't done anything yet. Well, the news reports haven't reported anything. Apparently, they're building a chamber near the surface to store it. The Elders do not think it belongs in the city. Others want to launch it into the gas giant and let it stay lost forever. If it comes to a vote, I'll vote to get rid of it. The Elders say we must show Kadrical respect even if we do not follow his teachings, but he gives me nightmares.

271st Orbit, 341st

I am in trouble at work. I re-aligned the seismic sensors and somehow, it's my fault we're getting more quakes. I need to go re-align them tomorrow under supervision. I think we need to send a probe down to investigate.

271st Orbit, 342nd

The re-alignment went fine; the supervisors agree that there are no problems, but the sensors keep showing anomalous readings. We had a massive quake in the southern hemisphere that toppled a building. I will have to cancel our ice-cap trip; Vichokchok will not be pleased.

271st Orbit, 343rd

Massive quakes and lava flows. We detected them faster than most cities and were able to re-align the orbital shields to divert the flows away from the populated areas. I haven't heard from Vichokchok since yesterday; I hope they're okay. I'm scared. Some say that that Kadrical relic is to blame, that we shouldn't have kept it. Others say we should have honored it more and Kadrical is angry. Who cares? I just want Vichokchok. Their residence was one of the ones consumed by lava and they're not answering their comm. I'm scared.

271st Orbit, 344th

Vichokchok is still missing and the communication arrays are all damaged; we cannot contact the other settlements. Perhaps they are still alive somewhere, but the comms are down. The Elders have a solution; they've asked the Guild of Mages to help ensure our survival. I trust the Elders, but the Guild of Mages creep me out. I miss Vichokchok.

Starfinder Society Scenario #1-31: Treating History's Folly

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

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc.

System Reference Document ©2000, Wizards of the Coast, Inc.; Authors: Jonathan Tweet, Monte Cook, and Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Core Rulebook ©2017, Paizo Inc.; Authors: Logan Bonner, Jason Bulmahn, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, with Alexander Augunas, Judy Bauer, John Compton, Adam Daigle, Crystal Frasier, Lissa Guillet, Thurston Hillman, Erik Mona, Mark Moreland, Jessica Price, F. Wesley Schneider, Amber E. Scott, and Josh Vogt.

Starfinder Society Scenario #1-31: Treating History's Folly 2019, Paizo Inc.; Author: Vanessa Hoskins.



Starfinder Society Scenario #1-31: Treading History's Folly

Character Chronicle #

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

Items Found During This Scenario

Journey to the Scoured Stars: Segment 6 (Unidentified Boon): You learned about the mentrasi, the species who received the relic that led First Seeker Jadrura into the Scoured Stars. During this journey, you also learned far more about the Scoured Stars' history, as well as the existence of its deity, Kadrical. This boon represents your character's involvement in this critical step toward solving the Scoured Stars mystery. Other boons representing future steps toward unraveling the mystery of the Scoured Stars will appear in future scenarios, and collecting these boons will result in a unique benefit to be detailed on a future Chronicle sheet.

Spirits of a Doomed People (Ally Boon): You saved the spirits of those mentrasi bound to the strange menhir in the lost city of Xaharee. While these spirits have passed on to their final judgment, some still linger around you, wishing to repay the favor you've done for their people. When this boon is slotted and you have 0 Hit Points and are dying, you can check one of the boxes on this boon. You immediately gain 1 Hit point and 2d8 temporary Hit Points, as one of the mentrasi spirits temporarily rejuvenates you. You can activate this boon without spending an action even if it is not your turn, though you cannot activate it after being attacked but before damage is dealt. You can only benefit from this effect once in a 24-hour period. Once the final box is checked, this boon can no longer be slotted.

SUBTIER	<input type="checkbox"/> Normal Max Credits
3-4	1433
SUBTIER	<input type="checkbox"/> Normal
Out of Subtier	2,734
SUBTIER	<input type="checkbox"/> Normal
5-6	4,035
SUBTIER	<input type="checkbox"/> Normal
-	-

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

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

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

All Subtiers

advanced medkit (2,700; item level 5)
ghost killer liquidator disintegrator pistol (5,540; item level 6; limit 1; *Starfinder Armory* 14)
 inubrix sintered greataxe (6,650; item level 6; limit 1; *Starfinder Armory* 9, 67)
 mk 1 null-space chamber (3,050; item level 5)
 mk 1 planar runeplates (2,000; item level 4; *Starfinder Armory* 115)
 mk 2 serum of healing (425; item level 5; limit 4)
 portable gangway (2,700; item level 5; *Starfinder Armory* 106)
 tactical swoop hammer (3,360; item level 5)

Subtier 5-6

advanced pike (12,000; item level 9)
ghost killer gelid hail pistol (10,900; item level 8; limit 1; *Starfinder Armory* 13, 67)
 inubrix sentinel spear (12,500; item level 8; limit 1; *Starfinder Armory* 67)
 mk 2 planar runeplates (8,500; item level 8; *Starfinder Armory* 115)
 smart cable (50 ft.) (20,000; item level 6; *Starfinder Armory* 107)

Reputation

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #