

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-36, TIER 1-4

STARFINDER SOCIETY

ENTER THE ASHEN ASTEROID

BY LARRY WILHELM





Author • Larry Wilhelm
Development Lead • John Compton
Contributing Artists • Leonardo Borazio, William Marton, and Sebastian Rodriguez
Cartographer • Jason Engle and Damien Mammoliti

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

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HOW TO PLAY

Starfinder Society Scenario #1-36: Enter the Ashen Asteroid is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.



Table of Contents

Enter the Ashen Asteroid	3
Handouts	22
Chronicle Sheet	26

GM RESOURCES

Enter the Ashen Asteroid makes use of the *Starfinder Core Rulebook*, *Starfinder Armory* (AR), and *Alien Archive 2*. 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 *Alien Archive 2* are reprinted in the adventure for the GM's convenience.

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see Chapter 1 of the *Starfinder Society Roleplaying Guild Guide*. This adventure has no scenario tags.

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

paizo.com

ENTER THE ASHEN ASTEROID

BY LARRY WILHELM



Recently, Ulrikka Clanholdings, a major dwarven mining consortium, began drilling into a remote asteroid rich in mineral deposits within the Diaspora. Initial scans of the asteroid revealed a molten core and a vast hollow complex 500 feet under its jagged crust. Excited at what lay below, the consortium eagerly explored a crater leading toward this mysterious complex. However, their excitement turned to utter contempt when they discovered artificially carved passageways bearing the mark of Droskar—the Dark Smith, the loathed outcast of the dwarven pantheon and patron of the villainous duergar.

These blasphemous symbols were more than dwarven sensibilities could stomach. Fueled by ancestral animosity, they were prepared to bombard the site into oblivion but for a long-standing agreement held with the Starfinder Society. According to their contract, Ulrikka Clanholdings grants “first rights” to the Starfinder Society to survey any archaeological sites so long as the Starfinders provide the Clanholdings with any materials of dwarven significance. Recognizing the a Droskari complex would likely contain such treasures, the Society has dispatched a team to investigate.

Indeed, the asteroid facility was once on both the cutting edge of research and vile periphery of moral depravity. As the Gap ended, dozens of duergar found themselves in this research base with numerous enslaved trox and extensive dwarven technology that they deduced had been stolen. The Gap had also erased others memory of this facility, so the duergar initiated new experiments with the strange devices and waylaid passing vessels for resources. For about 40 years they experimented with the technology, a series of scientific tools that could channel the same metaphysical photon and graviton forces as a solarian. Using the data from these tests, the duergar developed experimental magitech and magical augmentations intended for war.

Such a war never came. In 41 AG, the system's planets united as the Pact Worlds, and the duergar's operation became increasingly vulnerable. Not only did their trox slaves nearly overthrow these duergar in armed rebellion a year earlier, but the dwarven investigator Avaldur Rhols identified and infiltrated the facility, encouraged a second uprising, and sabotaged several key systems with a computer virus. Although the duergar again subdued the trox and even captured Avaldur, it was clear the Pact Worlds knew

Where in the Universe?

Enter the Ashen Asteroid begins upon the *Sledgehammer*, an Ulrikka Clanholdings vessel navigating the Diaspora. From there, the PCs are shuttled to a nearby asteroid AA-126D (known to its departed duergar inhabitants as the Solarian's Stone). Within lies an abandoned Droskari research facility dedicated to testing both physical and metaphysical forces. From the exterior, the asteroid appears to be an ordinary albeit fairly large chunk of space debris. For more information about the Diaspora, see the *Starfinder Core Rulebook*.

Gravity: Also note the asteroid's minute gravity, which allows PCs to jump 10 times as far, lift 100 times as much, and climb with ease (Athletics checks in this adventure tend to be low as a result). Keep in mind that armor's boots allow a PC to walk along a surface in zero-g environments (*Starfinder Core Rulebook* 196), and although this doesn't allow the PCs to walk up and down the walls here, it is enough to keep them from accidentally bouncing 10 feet off the ground just by taking a step.

ASTEROID AA-126D

Deserted Duergar Star Forge

Diameter: 5 miles; **Mass:** less than $\times 1/100$;

Gravity: $\times 1/100$

Atmosphere: none; **Day:** 27 hours; **Year:** 4 years

of this site. After salvaging portions of the facility, destroying other parts, and transforming the defiant trox into deathless guardians, the duergar evacuated to Near Space. Their damaged laboratory remained undiscovered until recently.

SUMMARY

After their briefing aboard the *Sledgehammer*, the PCs shuttle down to explore the abandoned duergar base on asteroid AA-126D and recover any material of cultural or scientific importance. Soon, the PCs find an unfamiliar dynamo fueled by the asteroid's

DWARF-FRIEND

Dwarf PCs and those who have the Ulrikka Clanholdings version of the Contractor's Respect boon (*Starfinder Society Scenario #1-12: Ashes of Discovery*) are considered dwarf-friends in this adventure. This status impacts several parts of this scenario.

After being briefed by Venture-Captain Thromkendal, each dwarf-friend PC receives a package of supplies before departing. In Subtier 1-2, this includes 2 frag grenades I, a serum of healing mk 1, and a *spell gem of comprehend languages*. In Subtier 3-4, this instead includes 2 frag grenades II, a serum of healing mk 2, and a *spell gem of comprehend languages*.

molten core. A blast door beyond blocks the way, but the PCs can open it either by repairing the dynamo, coaxing a group of hungry asteroid lice to chew through it, or calling upon the dwarves to demolish the barrier.

Beyond is a series of tunnels and rooms that contain the damaged remnants of the long-vanished duergar and trox inhabitants, and the PCs can recover a wealth of minor cultural treasures scattered here. Several main tunnels converge on a large workshop haunted by the few duergar who remained behind, hoping to repair the damage inflicted by a dwarven infiltrator centuries ago. The duergar have transformed into powerful undead known as forge-spurned.

After exploring the site and returning to the *Sledgehammer*, the PCs present their findings to the dwarves and can recommend what the consortium Ulrikka Clanholdings should do with the asteroid. If the PCs can convince the dwarves to spare it, the site's unfamiliar technology could open up a wealth of scientific possibility.

GETTING STARTED

The PCs begin the adventure on the *Sledgehammer*, a titanic Ulrikka Clanholdings mining facility, floating factory, and exploration vessel. They've been here for several days, navigating the Diaspora with conventional thrust engines that rumble like a magnificent thunderstorm. This travel gives each PC ample time to introduce themselves to one another and become familiar with their surroundings. After these introductions, they meet with Venture-Captain **Thromkendal** (LN female dwarf envoy), a former businessperson of the Clanholdings and now member of the Starfinder Society who acts as a liaison between the two enterprises. She wears a suit of stylized armor designed to look like interlocking stone plates.

They meet on the *Sledgehammer's* bridge, whose stark, bulky furnishings are designed for its similarly squat crew. As the PCs enter, Thromkendal stands from her seat and beckons them forward

as a blast shield lowers to cover the bridge's titanic viewing port. Outside, a light hail of meteoroids bounces off the hull, beyond which looms a large asteroid. Several dwarven cranes, scaffolding, and extractors speak to a mining operation in full swing.

Read or paraphrase the following to get the adventure underway.

Thromkendal cracks her neck before speaking. "Sorry for keeping you in the dark until now. This venture's a sensitive subject for most of the crew, and I appreciate your agreeing to pitch in. A few months ago, the dwarven mining consortium of Ulrikka Clanholdings began quarrying from the asteroid AA-126D, an especially metal-rich chunk of rock. They recently broke into a buried complex marked with the symbol of Droskar, the Dark Smith." Thromkendal's eyes narrow as she makes a harsh gesture as if warding off a hex.

"The duergar, our ancient enemy, apparently constructed a hidden base within the asteroid. It appears abandoned, yet the amount of blasphemous Droskari iconography nearly spurred the mine's director to blast the rock into nothingness. I reminded her that the Clanholdings has a firm deal with the Starfinder Society that lets us first explore cultural sites they uncover in exchange for a percentage of the exploration's profits as well as any dwarven artifacts and lore we find. The *Sledgehammer's* officers are giving us three days to explore the site, document any technologies we find, retrieve any artifacts, and get out. After this period, the starship's going to blast the whole thing to pieces." She adds severely, "That's how offensive Droskar is around here."

She lowers her voice and adds, "Now I'm normally amenable to nuking evil from orbit, but this decision feels a little...rushed. There's no telling what secrets are down there, and it might not even be something we're equipped to extract or analyze. It might also be a den of fiends, in which case we'll be lucky to have the *Sledgehammer's* weapons ready. Be prepared to present your findings and recommendations once we're done. The shuttle's ready when you are."

Thromkendal answers any questions (see below), and she recommends that the PCs have an understanding of the Dwarven language. If they lack this capability, she's willing to sell them up to three *spell gems of comprehend languages* for 140 credits each.

Are you joining us? "Not quite. I'll be performing tests on the surface. Most of the rest of my time's going to be spent convincing the crew upstairs not to get trigger-happy."

What qualifies as a dwarven artifact? "There's a wide range of possibilities. Nameplates, badges, jewelry, promising non-industrial computers, journals, personal remains, sacred weapons, and more might be relevant. Examine the context of what you find to make good judgment calls."

Who are the duergar? "The duergar—known as gray dwarves colloquially—are a disgraced branch of dwarvenkind that tied their fate to the fallen god Droskar. There are some exceptions, sure, but most duergar are avid slavers, thieves, and raiders."

Who is Droskar? “Droskar is the deity of toil, slavery, and cheating. He was once among the god Torag’s greatest smiths until it was discovered he had stolen others’ masterpieces and passed them off as his own. For this, Torag cursed him to never again create an original work. Whether it’s fate or tradition, duergar tend to share this shortcoming, and they rely on slaves to engineer many of their war machines.”

Why did the duergar abandon the site? “That’s unclear. There are some references to duergar causing a ruckus shortly after the Gap, so there might have been armed pressure for them to leave. It could have as easily been that they overmined the site, experienced a slave revolt, or even summoned something unspeakable that chased them out.”

CULTURE OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs can procure information about the duergar and rumors about AA-126D. A PC knows all the information whose DC is less than or equal to the result of her check, and a dwarf-friend reduces the DCs below by 5.

10+: The duergar and dwarves have common ancestors. However, it’s believed that the duergar betrayed the dwarven gods somehow and were cursed for their treachery. Early analyses of AA-126D provided mixed results, perhaps due to its highly metallic composition. The consensus is that there’s a large, hollowed out chamber near the asteroid’s core, and the heat suggests that there may even be molten rock present inside.

15+: The betrayal was tied to the Quest for Sky, the dwarves’ ancient exodus from Golarion’s Darklands to the surface at their god Torag’s command. The duergar refused this call and instead sought the protection of Droskar. Thanks to their new patron’s influence and the ongoing dangers of the Darklands, the duergar adopted increasingly cruel strategies to eke out a living and fend off aggressive neighbors—including slavery of many species, such as the insectile trox. Other dwarves typically view the duergar negatively, ranging from disdain to hostile xenophobia.

20+: Intermittent life signs registered in scans of AA-126D, which the dwarves associate with common space vermin. Before the Pact Worlds’ formal union in 41 AG, the Diaspora was considered especially lawless, and many dwarves aboard the *Sledgehammer* speculate that this duergar installation dates back to that time when storied investigators like Avaldur Rhols and Gwahil Starpeak brought justice to the asteroid belt.

MYSTICISM

Based on the result of a Mysticism check, the PCs can recall information about Droskar and associated rituals. A PC knows all

the information whose DC is less than or equal to the result of her check, and a dwarf-friend reduces the DCs below by 5. Likewise, a PC with the priest theme can apply their theme knowledge to this check.

11+: Droskar’s faith encourages toil, believing that raw effort alone can lead to success. He also condones doing whatever it takes to achieve one’s goals, including lying, cheating, and enslaving others.

16+: Droskar’s rituals are often long and taxing, and the god’s demanding dogma can make it difficult to abandon a ritual once it’s begun.

21+: Even a lifetime of toil is sometimes not enough for Droskar’s faithful. Those who perish in their labor sometimes linger as ghosts. Others Droskar deems unworthy of the afterlife and are cast back as metal-shod hunters condemned to capture souls to fuel Droskar’s forge.



THROMKENDAL

MAKING FINDS

During this adventure, the PCs have the opportunity to secure a range of clues, valuables, cultural artifacts, and scientific records that help tell the story of AA-126D and piece together the duergars’ discoveries. Collectively these are referred to as Finds, and an entry near the end of several encounter areas notes how to score the number of Finds the PCs make. Not only

do these Finds contribute to the scenario’s success conditions, but they also assist the PCs in making a presentation to Ulrikka Clanholdings at the end of the scenario.

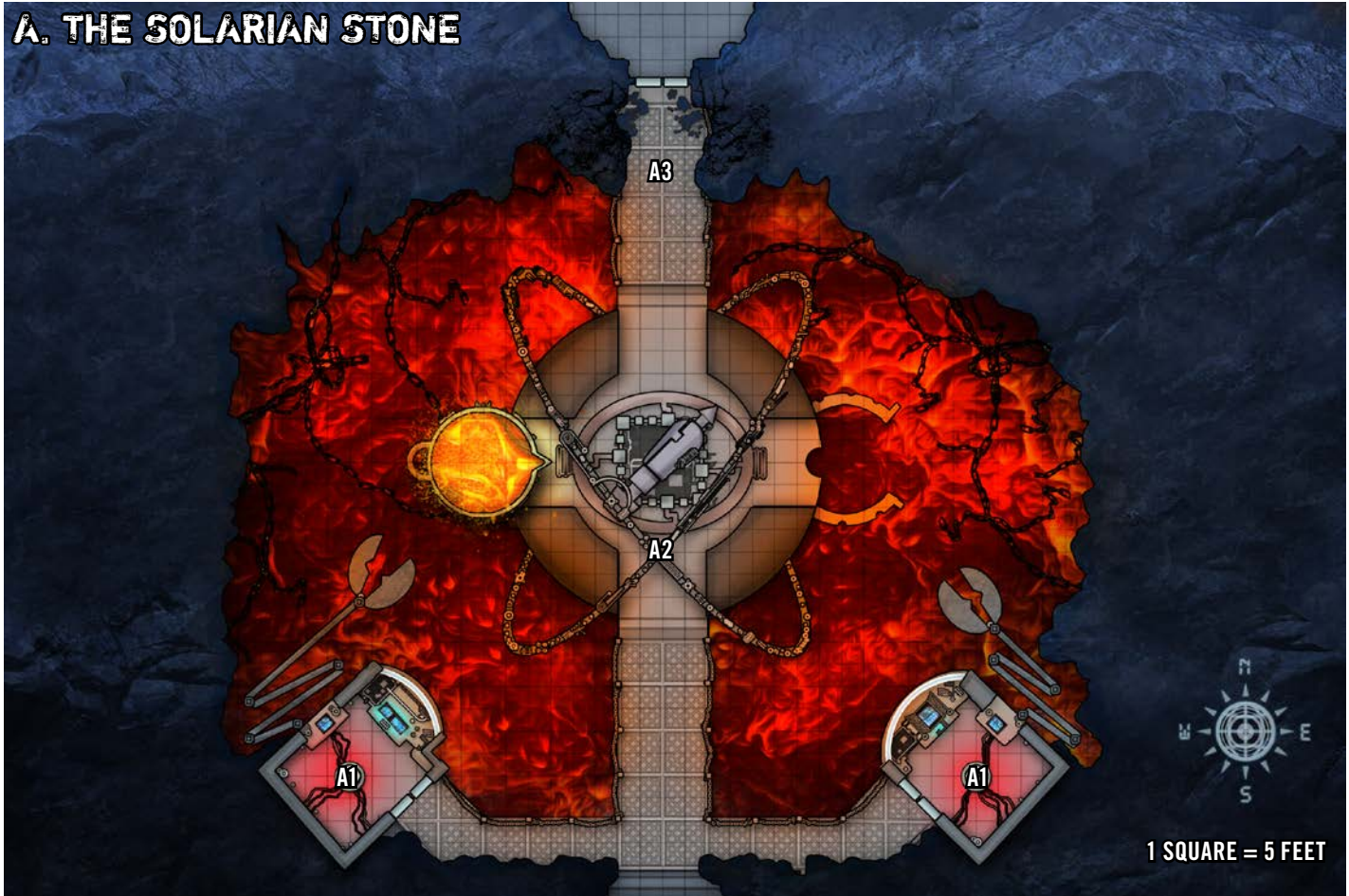
Handout #3 is a simple tracking sheet for noting which Finds the PCs recovered (see page 22).

A. THE SOLARIAN STONE

The shuttle lands on the asteroid’s surface about 200 feet from the entrance into the duergar complex. The shuttle’s pilot instructs the PCs to activate their armor’s environmental protections and boots’ anchoring feature (see page 196 of *Starfinder Core Rulebook*). The gravity is just strong enough to walk, but a strong jumper could potentially leap free of the asteroid altogether and float into space! If a PC lacks suitable armor and environmental protections, a mystic aboard the *Sledgehammer* casts *life bubble* (CL 6th) on that PC.

The breach into the duergar facility descends from the center of the asteroid’s largest crater, traveling along a straight, steeply sloping tunnel to a depth of about 500 feet. Much of the architecture is carved directly from the metal-rich asteroid (treat as unworked stone), and beyond the distant glow of molten rock deep within area **B** and hint of surface light, the complex is dark.

A. THE SOLARIAN STONE



Once the PCs reach area **A** and can perceive their surroundings, read or paraphrase the following.

The tunnel ends at a wide pit crossed by a steel gangway. On either side are control rooms connected to mechanical arms. The gangway supports an immense, spherical device encircled by two hovering, instrument-laden rings and flanked by a large pair of clamps. One of these clamps holds a wide crucible tethered to the wall by chains. On the other side, the chains are broken and the corresponding crucible is gone. The gangway extends to a distant door of dark metal. The pit descends for hundreds of feet before reaching a shimmering pool of molten rock crisscrossed by broad stretches of solid stone.

This chamber houses the Solarian Stone, the stolen dwarven device with which the duergar experimented with the metaphysical forces channeled by solarians. At such a scale, the device was able to crush, split, and fuse atoms, not only providing the duergar a scientific edge with which to build potent weapons and magitech armaments, but also supplying the entire facility with electricity—including the power necessary to activate the doors (area **A3**) to the rest of the facility. The Solarian Stone is purposefully deactivated, having been decommissioned by the duergar as they left.

Reactivating the Solarian Stone: Restarting the device requires two involved steps—hoisting the two magma-filled crucibles into the clamps and performing either a ritual or technological sequence to activate the device. By activating the computers in area **A1**, the PCs can learn about this process and the ritual (see area **A2**), and they can potentially deduce the technological sequence by studying the Solarian Stone directly in area **A2**.

The large quantity of molten rock not only provides a key source of heat energy but is also rich in several key mineral compounds that fuel the Solarian Stone's reactions. Centuries ago, the duergar used the mechanical arms (area **A1**) to lower the crucibles, scoop the magma below, and hoist the crucibles to fuel the Solarian Stone. However, the eastern crucible was released in the facility's final days, where the vessel lodged in the viscous rock below. To use it, the PCs have to descend into the pit (area **A4**, leading to area **B**) to manually dislodge the crucible.

Once the Solarian Stone's reactivated, it provides enough facility power to open the doors at area **A3**. Alternatively, the PCs can open the doors by deactivating the doors' negative energy hazard and luring the asteroid lice in area **B** to the gnaw on the nearby area. As a third option, the PCs can purchase explosives from the *Sledgehammer* crew to blast it open, though doing so also damages the Solarian Stone (see area **A2** for details).

Hazard: The asteroid contains tenacious elemental energies that keep the core just hot enough to remain molten, and the core periodically releases bursts of heat that roil up from the pit and briefly scorch the area. These flares occur on average once per hour, though their exact timing is unpredictable. When a flare is imminent, a PC can sense its approach with a successful DC 15 Physical Science check or DC 20 Perception check (DCs 18 and 23 respectively in Subtier 3–4). Doing so gives the PCs 3 rounds of warning to take cover, such as in an enclosed space like areas **A1** (assuming the windows are intact). Taking cover within a partially enclosed area like the tunnel or area **A2** grants a PC a +2 cover bonus on the save to reduce the damage. The equipment in the area's built to withstand this heat and is functionally unaffected.

During a flare, creatures in or near area **A** are blasted by heat for 1 round, dealing 2d4 points of fire damage with a DC 12 Reflex save for half damage (4d4 fire damage and DC 13 in Subtier 3–4). The PCs can negate these flares for 3 hours by firing a fire-retardant canister into the pit using the controls in areas **A1**.

Moving in Area A: Due to the low gravity, it's possible for a PC to leap across the entire room. Likewise, climbing the natural rock walls (DC 5 Athletics check) or manufactured walls (DC 15) is relatively easy due to the PCs' extremely light weight. Nonetheless, it is possible to slip and fall, though the process is unlikely to be lethal (see area **A4**).

A1. CONTROL ROOMS

Each of these rooms is sealed by an electronically locked steel door (Engineering DC 15 to open). The broad, tinted windows facing the Solarian Stone are heat resistant yet can break (hardness 5, 10 HP), though breaking the window leaves any PCs inside unprotected from the periodic flares (see Hazard above).

In the center of the room, a large cylindrical battery glows softly with red light. Scores of thick wires run like arteries from the battery to workstations throughout the area.

The room's relatively low ceiling, cramped conditions, and austerely procrustean workstations seem purposefully designed to quash individuality and encourage discomfort over the course of long work hours. The labels, controls, and software are all in Dwarven, though the layout is intuitive enough that a PC can boot up the computers, control the mechanical arm connected to that room, and cause the chains to lower or raise their attached crucibles (though the eastern crucible is stuck in area **B**). However, unless a PC can read dwarven or decipher the Dwarven entries (Culture DC 20), then the DC of Computer checks to hack the computers increases by 4.

To access the computers' other functions, a PC must hack into the system. Each workstation functions as a tier 1 computer in Subtier 1–2 (DC 17 Computers check to hack) or tier 2 computer in Subtier 3–4 (DC 21). The workstations also have an alarm countermeasure that activates following a failed Computers check to hack the system, alerting the undead trox in area **A3**; they burrow here

four rounds later and then fight for two rounds or until reduced to 15 Hit Points before withdrawing to area **A3** to heal. Successfully accessing the system provides the PCs the following functions:

- Review a holographic animation of how to restart the Solarian Stone (see below).
- Review damaged text files documenting the Solarian Stone's inferred origins (see below).
- Deactivate the negative energy hazard in area **A3**.
- Launch a fire-retardant canister into the molten core, negating the flare hazard for 3 hours.
- Disable the alarm countermeasure.

The holographic animation demonstrates the forge's ignition sequence. This begins with the crucibles being lowered into the pit, ascending filled with molten rock, and being clamped into place to either side of area **A2** by the mechanical arms. Next, a dwarven figure enters area **A2**, picks up a hammer there, and performs a repetitive, ritualized prayer over the internal machinery before the Solarian Stone activates. This information is sufficient for a PC to perform the ritual reactivation in area **A2**.

The computers contain a wealth of text and image files, many of them irreparably scrambled or entirely empty due to having been created during the Gap. More recent entries by the duergar immediately after the Gap record confused messages that speculate as to the device's dwarven origins and what the duergars' original objective on this asteroid was. These newer files also record hundreds of tests using the device in area **A2**, what's referred to as the Solarian Stone. These tests largely involve experiments of light, gravity, and particle physics, later evolving into practical tests that directed these cosmic forces toward manufacturing weapons. All told, the logs cover about 40 years of activity, ending in several agitated messages reporting damage to numerous parts of the facility following an unauthorized activation of the Solarian Stone. There's far too much to analyze in detail during the scenario, but a PC can transfer this information onto a computer or datapad. Extracting this information not only contributes to the secondary success condition but might also help the PCs when addressing their dwarven allies at the end of the adventure.

While studying the above files, a PC who succeeds at a DC 13 Computers check (DC 15 in Subtier 3–4) also detects stray code that lets them uncover an encrypted file. On further study, the PC determines this was a computer virus of dwarven design created to sabotage or usurp one or more key functions in the facility. The file—the work of the investigator Avaldur Rhols centuries ago—dealt its damage long ago and represents no further threat.

Treasure: Two canisters of chemical fire-retardant rest within a hidden panel (DC 15 Perception check to notice) toward the back of each room, for a total of four canisters. PCs can jury-rig these canisters to act like improvised grenades (see the sidebar). Each canister/grenade is worth 200 credits.

Development: If the PCs successfully hack the computers in one of the control rooms, they gain a +5 bonus on Computers checks to hack the computers in the other room.

FIRE RETARDANT GRENADE

By succeeding at a DC 12 Engineering check (DC 15 in Subtier 3–4), a PC can rig a canister to function as a grenade. There are two such canisters in Subtier 1–2 and four in Subtier 3–4, and each needs a separate check to recalibrate. Failing this check causes the canister to explode, causing 1d3 points of bludgeoning damage and causing any of the PCs weapons that deal fire damage to deal half damage for 1 hour.

A fire-retardant grenade has the following statistics.

FIRE RETARDANT GRENADE

Level 2; Range 20 ft. Capacity Drawn; Bulk L

Explosive (reduce affected creatures' fire damage dealt by 5 for 1d4 rounds, 10 ft.)

Rewards: If the PCs do not discover the fire-retardant canisters, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 100.

Out of Subtier: Reduce each PC's credits earned by 150.

Subtier 3–4: Reduce each PC's credits earned by 200.

A2. THE DYNAMO

Shimmering hexagonal plates cover this large sphere that hangs over a deep pit. From the north and south, a gangway leads to the interior, which houses a large forge-shaped dynamo and network of conduits. A heat-singed hammer rests at the edge of the dynamo. Inscribed over the sphere's entrances are images of a stone arch containing a flame.

With a successful DC 10 Mysticism check, a PC can identify the inscribed image as Droskar's unholy symbol. The sphere's east and west openings lead only to the crucible clamps, the western one which currently holds a filled crucible whose contents have hardened to the point of uselessness. These crucibles in turn can pour their contents slowly into the conduits connected to the dynamo, which uses the heat and unique mineral combination to replicate the photon and graviton phenomena of solarians for scientific study.

The Solarian Stone represents a technology created by dwarves during the Gap, and although its features are largely obsolete after centuries of technological development, the contraption is rare and potentially the last of its kind. Were it not for the duergar having stolen the device, it's possible that even this example might have been lost. This makes the device quite valuable to technological historians, and its strange configuration might be conducive to running experiments that modern scientists haven't considered.

With a successful DC 13 Engineering, Physical Science, or science-oriented Profession check (DC 15 in Subtier 3–4), a PC studying the dynamo can determine that it's a previously unknown dwarven technology at least a few hundred years old, though it was likely cutting-edge tech when it was created. These PCs can also intuit the device's general function: channeling molten rock through the conduits to power experiments in particle physics. In addition, these characters can determine that the duergar augmented the device with mystical features—to override certain functions, to repurpose the device to perform new functions, or possibly both. Finally, these PCs ascertain that relocating the Solarian Stone would likely cause damage without expert oversight and heavy equipment, which is not readily available to the PCs but would likely be within the Ulrikka Clanholdings's capabilities.

By exceeding the check above by 5 or more, a PC can also piece together a strictly technological process by which the PCs could restart the device. This bypasses the ritual means of activating the Solarian Stone (see page 9) but still requires filling and raising the crucibles into the two clamps.

With a successful DC 12 Mysticism check (DC 14 in Subtier 3–4), a PC can identify that this technological device has several mystical augmentations that allow a magical practitioner to restart the contraption. This requires a Droskari ritual that the PC can piece together by studying the area. The hour-long ritual involves several invocations repeated while using the hammer (see Treasure on page 9) to strike at the small ceremonial anvil affixed at the southern end of the device. A dwarf-friend PC gains a +3 bonus on this check and can attempt it untrained, and any PC with the priest theme associated with a member of the dwarven pantheon as their patron (e.g. Droskar or Angradd) can reduce this check's DC by 5.

By exceeding the Mysticism check by 5 or more, a PC determines that the large device appears to manipulate cosmic forces, much as a solarian does. Knowing such, a solarian in physical contact with the device could direct their supernatural power to help restart the Solarian Stone. In addition, this check helps a PC identify that the device's mystical augments are Droskari in nature and specifically override and control the fading enchantments tied to the vanished dwarven patron deity Torag; this helps indicate the technology's likely stolen origins and approximate age (i.e. from before or during the Gap). Finally, achieving this Mysticism result conveys that the Droskari ritual would be difficult to stop once started, and performing it would be exhausting.

With a successful DC 12 Culture check (DC 14 in Subtier 3–4), a PC can identify that the iconography and construction of this facility includes elements of duergar and very old dwarven engineering. Through context clues, it's reasonable to assume that the dwarven features date back to the Gap, indicating that this area—and perhaps the whole asteroid—might contain previously unknown clues about life during this mysterious period.

Restarting the Solarian Stone: There are three ways to restart the Solarian Stone: using the technological process, performing the Droskari ritual, or having a solarian PC coax the device back online. Any of these three require first filling and raising the two crucibles.

Technological: The technological process requires no additional checks beyond the one used to intuit the process. The procedure takes about one hour.

Ritual: The ritual requires one practitioner to perform the chants and hammer blows over the course of an hour while in this area. At the end of the ritual, the practitioner becomes fatigued for the remainder of the scenario unless they succeed at a DC 20 Fortitude save (DC 21 in Subtier 3–4). This lethargy is tied to Droskar's influence and fades within a day of departing AA-126D. The forge-spurned in Area **C3** also behaves differently toward the practitioner, whether or not that PC became fatigued.

Solarian: This process requires the solarian PC to be in contact with the dynamo for 10 minutes while the crucibles slowly pour their contents into the conduits. While this happens, the PC must attempt to direct the dynamo's growing energy through sheer will with a DC 10 (DC 11 in Subtier 3–4) Charisma check, Mysticism check, or Will save. If successful, the PC restarts the Solarian stone. In the check fails, the solarian takes 2d6 points of damage (4d6 damage in Subtier 3–4) as the process spins out of control and then halts altogether. The PCs can attempt this process points of multiple times.

Treasure: Connected to the ceremonial anvil by a metal chain is a unique hammer whose form is reminiscent of an archaic blacksmith's tool. This frozen smith's hammer functions as a 4th-level advanced one-handed melee weapon that deals 1d8 bludgeoning and cold damage, has the knockdown critical hit effect, and has the powered special property (capacity 40, usage 2). When used to strike the anvil, the hammer absorbs a small amount of energy from the Solarian Stone, effectively using no charges. The PCs can take the hammer by detaching it from the chain (hardness 10, 5 Hit Points) with a successful DC 22 Strength check or DC 12 Engineering check.

Development: Once the PCs restart the Solarian Stone, the device hums audibly and charges the space around itself with energy. Beyond interfering with nearby communicator transmissions, this has no deleterious effects. With the device active, a PC who has hacked into the computers in area **A1** (or a solarian in contact with the Stone) can cause the device to perform simple photon and graviton functions, such as illuminating the area or increasing the asteroid's effective gravity to low gravity (one-third normal, allowing PCs to jump three times as far as normal). Likewise, the PCs can open the doors in area **A3**, either by a command through the computers or by pushing inward against them.

A solarian who interacts with the activated Solarian Stone for at least 1 minute achieves fleeting insights into the balance between photon and graviton influences. As a free action at the beginning of their turn during combat, a solarian can use this insight to increase their attunement points by 2 that round, rather than 1. The solarian can use this benefit once before the end of the adventure, after which the insight fades.

Finds: If the PCs reactivate the Solarian Stone, they secure 1 Find.

Rewards: If the PCs do not retrieve the frozen smith's hammer, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 75.

Out of Subtier: Reduce each PC's credits earned by 112.

Subtier 3–4: Reduce each PC's credits earned by 150.

A3. THE DROSKARI DOOR (CR 4 OR CR 6)

This door of dark, dull metal seals the way deeper into the asteroid complex. Thousands of convoluted geometric protrusions rise from the door's surface, between which wind various runic inscriptions to create a labyrinthine trail of prose. A faintly shimmering hologram of a burning flame within a stone archway hovers a few feet from the door. The door consists of an adamantine alloy (hardness 30, 80 Hit Points, break DC 32) and is sealed shut. Some combination of reactivating the Solarian Stone (see area **A2**), applying explosives from the dwarves (see below), coaxing the asteroid lice to undermine the door (see area **B**), or applying immense amounts of physical damage to the door can open the way deeper. In addition to its durability, the door radiates a dangerous energy described in the Hazard section below.

Due to the PCs' having traveled aboard the *Sledgehammer* and opportunities to review dwarven culture, a PC need only succeed at a DC 10 Mysticism check to identify the hologram as the symbol of Droskar. The coiling script is written in Dwarven (DC 18 Culture check to decipher) and is a repetitive oblation to Droskar; if the PCs read or translate it, provide them **Handout #1** (see page 22).

Small piles of rubble have accumulated near the door, and with a successful DC 15 Life Science or Physical Science check, a PC can determine that most of the rubble appears to be spoil from a large tunneling creature that has previously burrowed to the east and west through now-collapsed tunnels. These are the work of the undead trox (see Creatures below). Although this adventure assumes that the PCs open this door without applying brute force, the PCs can call in assistance from the *Sledgehammer*. In exchange for 300 credits (600 credits in Subtier 3–4), the dwarves can provide the PCs sufficient demolition charges to damage the door and destroy the surrounding stone, clearing the way forward. If the PCs first coax the asteroid lice (area **B**) into damaging the area around the door, they need only a smaller quantity of explosives, reducing the cost by half. The demolition charges are not efficient weapons, collectively functioning as a frag grenade if thrown.

Creatures: Several undead trox left behind to guard the complex stand vigil behind the crumbled sections of the crater's wall (see map). Adroit at burrowing through the asteroid's bedrock, these cybernetic undead minions bask in the necromantic energy radiating from the nearby door when left alone. However, the duergar programmed these guardians to investigate any tampering with the Solarian Star, and the trox confront anyone who triggers the alarm in area **A1**, tinkers with the device in area **A2** for more than a few minutes, or approaches these doors.

Hazard: As part of their decommissioning the asteroid's inner facilities, the duergar sealed this door with a potent ward to scare off idle looters. The ward radiates a foul energy that both inspires dread in those who approach and bolsters the undead guardians left here. Undead creatures within 20 feet of the door

Scaling Encounter A3

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

Subtier 1-2: Reduce the trox's maximum Hit Points to 20, attack bonus to +8, and speed to 30 ft.

Subtier 3-4: Remove one undead trox from the encounter.

gain fast healing 1, even if they are within the nearby walls. Living creatures in the area must succeed at a DC 18 Will save (DC 19 in Subtier 3-4) or become shaken for as long as they remain in the area and for 1d4 rounds afterward; this DC increases by 2 for dwarves. Once a creature saves against this effect, they are immune to it for 24 hours.

The PCs can disable this ward from the computers in area **A1**. Alternatively, a PC can destroy (hardness 10, 5 Hit Points) or remove (DC 13 Engineering check or DC 16 in Subtier 3-4) the holographic projector built into the door. The hologram of Droskar's symbol acts as a focus for the dangerous aura, without which the energies are mildly uncomfortable but are effectively harmless.

SUBTIER 1-2 (CR 4)

UNDEAD TROX (2) CR 2

Trox cybernetic zombie (*Starfinder Alien Archive* 2 126, *Starfinder Alien Archive* 115)

NE Large undead

Init +2; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE HP 25 EACH

EAC 13; **KAC** 15

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

Defensive Abilities bulwark; **Immunities** undead immunities

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft., burrow 20 ft.

Melee assault hammer +10 (1d6+6 B)

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

Offensive Abilities frenzy, grappler, self-destruct (1d6+2 E, DC 11)

TACTICS

During Combat If possible, the undead trox attempt to ambush foes by burrowing from the walls, afterward fighting in pairs with their bulwark special ability. If one of them takes damage, the other undead trox enters its frenzy. They attempt to engage foes in melee combat if possible, even burrowing into the asteroid crust to avoid enemy fire while converging on their targets.

Morale These mindless undead fight until destroyed, hoping to catch their foes within their self-destruction blast.

STATISTICS

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

Skills Athletics +12, Intimidate +7, Mysticism +7

Other Abilities vestigial arms

SPECIAL ABILITIES

Bulwark (Ex) When a trox fights defensively or takes the total defense action, he can choose to gain only half the AC benefit granted by the action, giving the other half of the bonus to AC to an adjacent ally.

Frenzy (Ex) Once per day when a significant enemy causes an ally to take Hit Point damage, a trox can fly into a frenzy, gaining a +2 racial bonus to melee attack rolls and a -2 penalty to AC for 1 minute.

Vestigial Arms (Ex) A trox's four vestigial arms can be used to hold, draw, or put away items of negligible bulk, but not to make attacks, wield weapons, or use items.

Self-Destruct (Ex) A cybernetic zombie self-destructs when it is reduced to 0 HP, dealing 1d6+2 electricity damage to all creatures in a 10-foot-radius burst (Reflex DC 11 for half). This ability destroys any cybernetic or technological components that could have been salvaged from the zombie.

SUBTIER 3-4 (CR 6)

UNDEAD TROX (4) CR 2

Trox cybernetic zombie (see Subtier 1-2)

NE Large undead

HP 25 each

TACTICS

As Subtier 1-2.

Treasure: PCs can remove the holographic projection of Droskar's holy symbol with a successful DC 13 (DC 16 in Subtier 3-4) Engineering skill check. The projector can fetch 240 credits (480 credits in Subtier 3-4) back on Absalom Station.

Development: Once the PCs reactivate the Solarian Stone, there is sufficient power restored to the facility to open the door easily. If the PCs used the full quantity of explosives to remove the door, the explosion is powerful enough to seriously damage the Solarian Stone, which vastly decreases its value to scholars, impacts the scenario's secondary success conditions, and can undermine any PCs' attempts to convince the dwarves to spare the site at the end of the adventure.

Rewards: If the PCs do not recover the intact Droskari hologram, reduce each PC's credits earned by the following amount.

Subtier 1-2: Reduce each PC's credits earned by 40.

Out of Subtier: Reduce each PC's credits earned by 60.

Subtier 3-4: Reduce each PC's credits earned by 80.

A4. THE CRATER

The hollows surrounding the duergar-made structures descend for 400 feet before terminating at a series of vitrified rock bridges (area **B**) that span just above a congealed magma outer core.

Scaling the crater requires a successful DC 5 Athletics check without any aids due to its pockmarked surface and exceptionally low gravity, but the PCs can use the nearby immense chains to descend and decrease the DC to 3. If the PCs have hacked into the computers in area **A1**, they can also activate the winches the raise and lower the chains, allowing PCs to reach the bottom just by holding onto a chain. Alternatively, a PC can empty the western crucible's contents by using the mechanical arm and employ the container as an improvised elevator.

If a PC falls into the pit, the extremely weak gravity causes them to fall slowly and take no damage from the fall. However, the PC might still take damage by landing atop the magma in area **B**.

B. THE MOLTEN CORE (CR 3 OR CR 5)

A twisting series of bridges comprised of a glassy strands of hardened magma arches above the asteroid's outer core of congealed magma, which bubbles 30 feet below. About 20 feet above the bridges, the walls slope outward to create a large cavern much wider than area **A4**'s tunnel and that extends beyond the mapped area. Large amounts of smoke, steam, and heat distortion make it difficult to see in this area, giving all creatures in the area concealment and providing total concealment to creatures more than 60 feet away.

The second of the two crucibles used for the Solarian Stone lies wedged between two of the bridges, and the heat has partly fused the vessel to the rock. What's more, the chains that once attached to the crucible have weakened from the heat and snapped. To repair the crucible, the PCs must both free it from where it's lodged (requiring a successful DC 12 Engineering check or DC 15 Strength check) and reconnect the chains. The eastern chains dangle about 20 feet above the crucible, and a PC can either lower the chain from area **A1**'s computers or leap up to grab and pull on the chains. Once a PC has pulled the chain to the crucible, reattaching the two is a simple matter that takes two full actions.

The crucible also contains the desiccated remains of a dwarven explorer (see Development on page 14).

Creatures: A brood of asteroid lice dwells upon this network of bridges, where the vermin feed off the rich mineral deposits here. They are well acclimated to this environment, replacing the acid immunity common to most asteroid lice with fire immunity. However, they're also aggressively territorial, and once the PCs have explored the area for a minute or have begun manipulating the crucible, the lice approach; they start the encounter about 40 feet away from the PCs.

Although this likely devolves into combat, it is possible for the PCs to redirect the lice in a productive way. First, the PCs can identify the asteroid lice with a successful DC 10 Life Sciences check, in doing so recognizing that they feed on mineral deposits interspersed with infrequent helpings of organic matter and refined metals—much like the door in area **A3**. Second, the PCs can compel the vermin to keep their distance with a successful DC 15 Intimidate or Survival check (DC 18 in Subtier 3–4); on a failed check, the lice attack. Once cowed in this way, the asteroid lice follow the PCs at

Scaling Encounter B1

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

Subtier 1–2: Remove one asteroid louse from the encounter.

Subtier 3–4: Remove two asteroid lice from the encounter.

a distance but don't attack unless spooked or provided tantalizing access to an isolated or smaller PC. If the PCs purposefully lure the lice up to area **A**, the vermin quickly become more interested in the door in area **A3** than they do in eating the PCs. If left alone for 1 hour, the lice chew apart part of the door and the surrounding rock, significantly weakening the structure (hardness 30, Hit Points 40, break DC 25), which might allow several PCs to break down the door together. Otherwise, the damage allows the PCs to use fewer explosives to blast through the door.

Once the lice have eaten their fill, they remain dangerous and move to chase the PCs from this newly established territory. However, with another successful DC 15 Intimidate or Survival check (DC 18 in Subtier 3–4), a PC can scatter the lice and send them flying back to area **B**. On a failed check, the lice attack.

Hazard: This area experiences extreme heat (*Starfinder Core Rulebook* 403), against which modern armors' environmental protections provide sufficient protection to prevent any damage. However, the magma remains a danger. Thanks to a combination of the low gravity and the low density of the PCs' bodies, it's virtually impossible for a PC to sink into the magma, thus landing there exposes a PC only to the extreme heat; there is no risk of immersion, even if a PC falls from hundreds of feet above. If a PC does fall to the magma, they can walk painfully on the surface and even jump to try to reach the relative safety of the bridges above—remember that the PCs can jump 10 times as high and far as normal (or three times as high and far if they change the gravity through the computer in area **A1**).

In Subtier 1–2, each round of exposure deals 2d6 fire damage to a creature. In Subtier 3–4, the magma is less viscous and frequently sprays tiny globules of molten rock several feet into the air, increasing the damage from contact to 3d6.

SUBTIER 1–2 (CR 3)

HEAT-TEMPERED ASTEROID LICE (3) CR 1/2

Variant asteroid louse (*Starfinder Alien Archive* 2 132)

N Small vermin

Init +2; **Senses** darkvision 60 ft.; **Perception** +4

DEFENSE **HP** 13 EACH

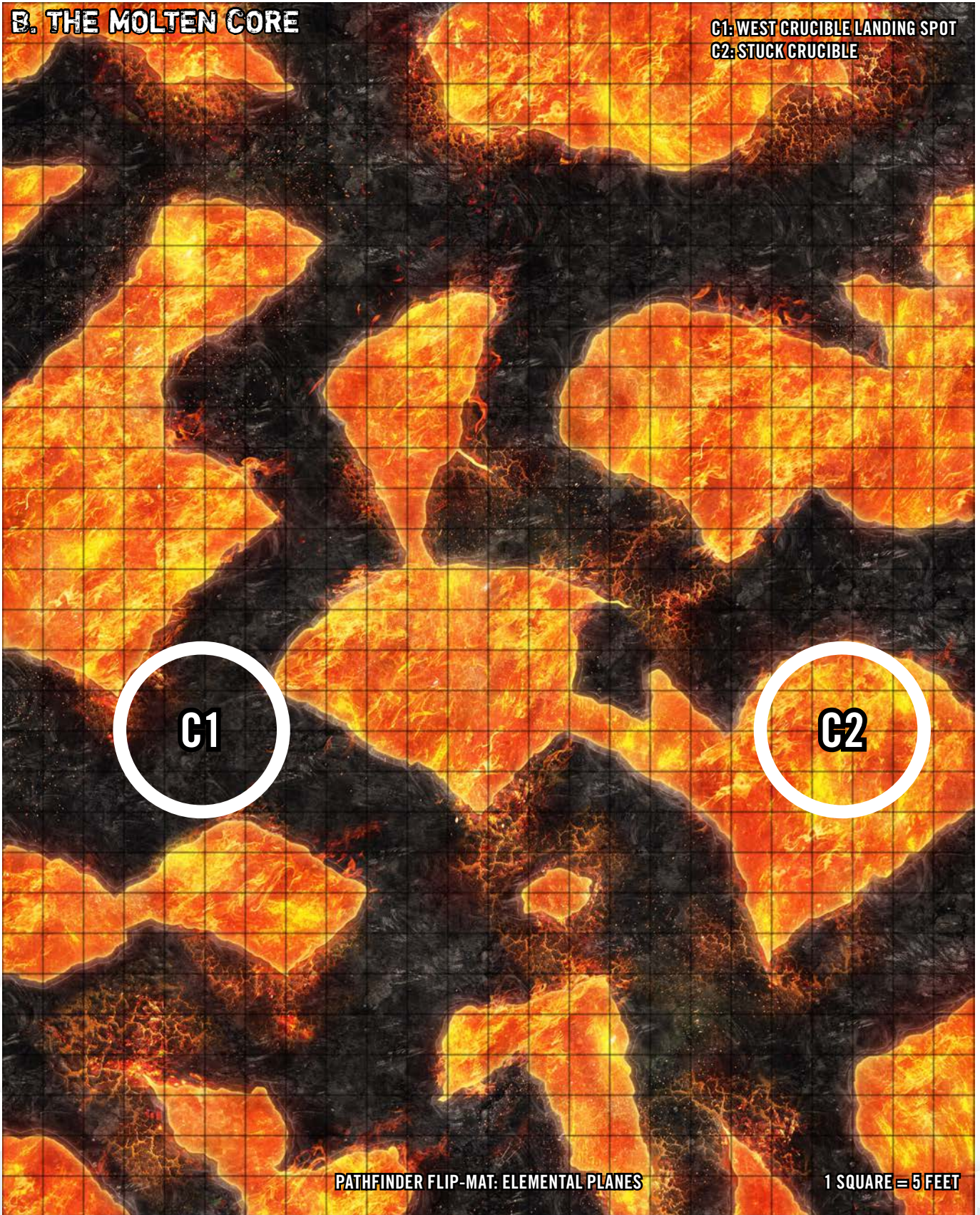
EAC 10; **KAC** 12

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

Defensive Abilities void adaptation; **Immunities** fire

B. THE MOLTEN CORE

C1: WEST CRUCIBLE LANDING SPOT
C2: STUCK CRUCIBLE



PATHFINDER FLIP-MAT: ELEMENTAL PLANES

1 SQUARE = 5 FEET

OFFENSE

Speed 30 ft., climb 30 ft.

Melee attach +6 or
bite +6 (1d6+1 P)

Offensive Abilities break objects

TACTICS

During Combat The asteroid lice attack the nearest target.

Once struck by a melee weapon, a louse attempts to sunder that weapon before resuming attacks against the wielder.

Morale The lice fight until only one of them remains and has been reduced to 5 or fewer Hit Points, at which point it tries to flee.

STATISTICS

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

Other Abilities caustic remains, consume objects, mindless

SPECIAL ABILITIES

Break Objects (Ex) When attacking an object, an asteroid louse treats that object's hardness as 10 lower.

Caustic Remains (Ex) The remains of an asteroid louse are caustic and stay so for 5 rounds. Creatures or items that touch the remains take 1d4 acid damage that treats hardness as 10 lower than it is. Anything in contact with the acid for a full round instead takes 8 acid damage.

Consume Objects (Ex) An asteroid louse can eat objects with a hardness of 10 or lower. It deals 1 damage per minute to an object it's consuming. An asteroid louse is sated and stops feeding on a given day after dealing 100 damage this way.

SUBTIER 3-4 (CR 5)

HEAT-TEMPERED ASTEROID LICE (4) CR 1/2

HP 13 (see Subtier 1-2)

TACTICS

As Subtier 1-2.

HEAT-TEMPERED ALPHA LOUSE CR 3

N Large vermin

Init +3; **Senses** Darkvision 60 ft.; **Perception** +8

DEFENSE HP 40

EAC 14; **KAC** 16

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

Defensive Abilities void adaptation; **Immunities** fire

OFFENSE

Speed 30 ft., climb 30 ft., fly 30 ft. (su, clumsy)

Melee bite +11 (2d4+3 A&P; critical corrode 1d6)

Ranged corrosive spray +8 (1d6+3 A; critical corrode 1d6)

Space 10 ft.; **Reach** 5 ft.

Offensive Abilities break objects, corrosive spray

TACTICS

During Combat The alpha louse prefers to use its corrosive spray, biting weakened foes or those who attack it in melee.

Morale The alpha louse attempts to flee when reduced to 8 or fewer Hit Points.

STATISTICS

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

Skills Acrobatics +13 (+5 to fly)

Other Abilities caustic remains, consume objects, mindless

SPECIAL ABILITIES

Break Objects (Ex) When attacking an object, an asteroid louse queen treats that object's hardness as 15 lower.

Caustic Remains (Ex) The remains of an asteroid louse queen are caustic and stay so for 5 rounds. Creatures or items that touch the remains take 1d4 acid damage that treats hardness as 10 lower than it is. Anything in contact with the acid for a full round takes 8 acid damage.

Consume Objects (Ex) An asteroid louse can eat objects with hardness 15 or lower. It deals 1 damage per minute to an object it's consuming. An asteroid louse queen is sated and stops feeding on a given day after dealing 100 damage this way.

Corrosive Spray (Ex) Once every 1d4 rounds as a standard action, an asteroid louse queen can spray an acidic phlegm at up to two creatures within 30 feet (no two of which can be more than 10 feet apart). This phlegm deals 1d6+3 points of acid damage to each target (Reflex DC 12 half) on the first round and 1d4 acid damage on the following round (Reflex DC 12 half). If a creature succeeds on their Reflex save during the first round of damage, they ignore any further damage.



Asteroid Louse

Treasure: Although Avaldur perished in the ferociously hot conditions, the holdout weapon he kept concealed in an arm sheath survived. In Subtier 1–2, this is a frostbite-class zero axe, a lightweight hand axe with 23 charges remaining that functions in all ways as a frostbite-class zero knife (*Starfinder Armory* 9). In Subtier 3–4 it is instead a hailstorm-class zero axe with 23 charges remaining, functioning in all ways as a hailstorm class zero knife (*Armory* 9).

Development: Inside the crucible are the desiccated remains of a dwarf wearing charred explorer's gear. This is Avaldur Rhols, a fairly famous dwarven investigator who operated during the first few decades after the Gap. Following up on incriminating leads, he infiltrated the facility here, assisted in an armed uprising by the trox, and damaged the asteroid's computer systems with a virus before the duergar captured and lowered him to the magma to suffer a slow death. Hemmed in by asteroid lice deeper in the cavern and duergar wardens above, he was unable to escape.

With a successful DC 11 Culture check, a PC can recognize the gear's style as being fairly common during the middle of the first century after the Gap. By exceeding this check's DC by 5 or more, the PC also finds a hidden badge sewn into the armor's interior that identifies the carrier as an agent of Heorrhahd, the first of the dwarves' Star Citadels—a space station that orbits through the Diaspora to this day. By exceeding the check's DC by 10 or more, the PC can even infer that this could be Avaldur Rhols, a somewhat legendary dwarven peacekeepers of the decades following the Gap prior to the Stewards' creation; up until it faded out of fashion, his name was a byword for relentless investigation and tireless justice. Avaldur disappeared during a mission at about the time of the Pact Worlds' foundation in 41 AG, and his implied death has been the subject of conspiracy theorists ever since. Only extensive genetic testing might confirm the body's identity, which is possible at the end of the adventure.

Furthermore, the corpse still has a slightly melted, steel medallion of a stylized boar's head around his neck, which a PC can recognize as the symbol of the dwarven deity Angradd with a successful DC 14 Mysticism check; this check also allows a PC to recognize that a duergar is very unlikely to have worn such an ornament, strongly implying that this body instead is that of a dwarf. If a PC's Culture check above identified the body as possibly being that of Avaldur, they can also recall that the agent was also a follower of Angradd.

Once the PCs dislodge the crucible and reattach it to the chains above, they can use the mechanical arms in area **A1** to fill, raise, and lock the crucible into place alongside area **A2**.

Finds: Recovering Avaldur's remains and bringing them to the *Sledgehammer* counts as 1 Find.

Rewards: If the PCs did not discover Avaldur Rhols's corpse and weapon fusion, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 80.

Out of Subtier: Reduce each PC's credits earned by 100.

Subtier 3–4: Reduce each PC's credits earned by 120.

EXPLORING THE FACILITY

Although areas **A** and **C** represent the most exciting portions of the surviving duergar facility, the site consists of dozens of tunnels, laboratories, dormitories, warehouses, and more—many of them partly buried or recklessly ransacked during the facility's last hours. These are not mapped in the scenario, and exploring them is a much more free-form experience in which the PCs can attempt a series of checks to uncover hidden lore, treasure, and culture.

While exploring, each PC can attempt one of the skill checks below or aid their companion's check (up to two PCs assisting each such check). The DC for each check is 15 (DC 18 in Subtier 3–4), and each check represents 1 hour of work. Once the PCs fail a particular skill check twice, they have effectively exhausted the leads tied to that skill and cannot attempt those checks further. The PCs can earn up to one success per skill, and the number of these successes impacts their rewards, treasure, and cultural Finds, detailed below.

Any skill marked with an asterisk (*) is one that benefits from an understanding of the Dwarven language. A PC who can understand Dwarven gains a +2 bonus on these checks.

- **Athletics:** Numerous tunnels, rooms, and workstations are partly blocked by rubble, and a PCs can use Athletics to uncover key finds without causing more damage to nearby features.
- **Computers*:** Several of the duergar computers are barely functional or have hardware that might still preserve valuable data that the PCs can decipher and extract.
- **Culture*:** A wealth of minor clues collectively tell a great deal about the duergar and their trox slaves, and a PC can decipher these with Culture.
- **Engineering*:** A combination of broken machinery and blueprints preserved by the lack of atmosphere can provide key context about the Solarian Stone and the duergars' experiments.
- **Mysticism*:** With the Solarian Stone, the duergar melded mystical arts, cosmic forces, and conventional engineering to develop numerous prototypes of weapons, armor, and other equipment—many design failures. With Mysticism, a PC can parse some of these supernatural breakthroughs.
- **Perception:** A keen-eyed PC can find otherwise overlooked clues, from dropped valuables and forgotten notes to concealed passages and hidden secrets. A PC with the stonemasonry ability can apply the ability's +2 bonus to this check.
- **Physical Science*:** The duergars absconded with or destroyed much of their scientific research, yet there are fragments remaining that a PC can identify and piece together with the Physical Science skill.
- **Profession:** Certain Profession skills might be a good fit for studying a damaged complex of labs and living areas built into an asteroid. Some likely Profession candidates include archaeologist, architect, electrician, lab technician, maintenance worker, and miner.
- **Survival:** The duergars' rush to leave and the scars left by the trox rebellions have indelibly marked the complex's walls. A capable tracker can use this damage to piece together scenes from the site's final days of operation.

Treasure: The more successes the PCs attain here, the more treasures they find. If the PCs have at least 1 success, they salvage several valuables, including 10 UPBs and a 10-foot length of adamantine alloy cable line. If the PCs have at least 4 successes, they also find a suit of golemforged plate (type I in Subtier 1–2 or type II in Subtier 3–4). If the PCs have at least 6 successes, they find the remaining valuables, which include never-installed magitech augmentations—a mk 1 gravitation harness (*Starfinder Armory* 92) in Subtier 1–2 or mk 1 force soles (*Armory* 92) in Subtier 3–4. For ease of calculation, the Rewards section below divides these treasures' value into equal lots, even though the magitech is the most valuable of the discoveries.

Development: If the PCs succeed at 4 or more of the checks, they uncover clues that tell some of the site's story. It appears that the site was a duergar research and factory complex dedicated to creating military technology that combined magic and conventional science, particularly the supernatural forces channeled through the dynamo in area **A**. Much of the physical labor came from monstrous humanoids with insectile features (these are trox, which the PCs can identify with a successful DC 12 Culture or Life Sciences check), and these creatures rebelled at least twice between the Gap and the site's abandonment. In the final days of the facility, there appear to have been numerous simultaneous catastrophes that included an uprising, a malicious virus that damaged computer systems, and geological damage that caused numerous cave-ins. Records near the end of the occupation suggest the duergar were closely and worriedly monitoring the unification of the Pact Worlds.

After exploring these tunnels, the PCs reach one of the deepest surviving parts of the facility in area **C**.

Finds: If the PCs succeed at 3–6 checks, they secure 1 Find. If they succeed at 7 or more checks, they secure 2 Finds.

Rewards: The rewards are divided into equal shares for each of the three sets of treasure the PCs might find—one set for earning 1 success, a second set for earning 4 successes, and a third set for earning 6 successes. For each set of treasure the PCs did not find, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 33 per set of treasure not discovered.

Out of Subtier: Reduce each PC's credits earned by 49 per set of treasure not discovered.

Subtier 3–4: Reduce each PC's credits earned by 66 per set of treasure not discovered.

C. RUINED DUERGAR FACTORY

The tunnel that leads deepest into the subterranean complex terminates in this partly collapsed factory. The tunnel ceilings (including those in area **C2**) are 20 feet high, whereas the main room's ceiling is 50 feet high. There is little to no light in the area, other than the dim illumination from the forge in area **C3**.

The tools here allowed the duergar to combine mystical energies with modern technology to create magitech weapons, armor, augmentations, starship components, and more. A combination of agent Avaldur Rhols's sabotage and the duergars' purposefully

disabling some of their forges has left this area a wreck of rubble and damaged machinery.

C1. FACTORY OVERLOOK (CR 1 OR CR 3)

A promenade of gray stones overlooks a jumbled mess of conveyer belts and broken machinery. Stairs descend toward the factory floor flanking a balcony where sits a magnificent shard of convex crystal resembling a gigantic mirror on a swivel-stand. Tunnels slope downward to the east and west.

If the PCs activated the Solarian Stone, the cosmic energies resonate through the asteroid's metallic veins and disperse here in the form of faint heat distortions and soft pulses of light. Most of these miss the large lens on the swivel stand or strike it at a shallow angle, with the latter causing a stuttering beam of light to shine from the lens toward the floor. The lens is a focus for the Solarian Stone's energies, allowing the duergar to have directed these energies to the forge in area **C3** or to other now-buried parts of the facility. These machines then converted the energies for practical purposes; using the lens to direct these energies to the forge can help the PCs power the machinery and secure key data (see Development on page 17).

Trap: A combination of time and damage sustained during the facility's final days has left the lens dangerously fragile. Manipulating it now requires great care—reflected in the trap's bypass condition—and moving the lens recklessly while the Solarian Stone is active can cause the energies to refract in ways the lens is no longer able to sustain. In this event, the lens quickly cracks and then explodes, hurling shards of photon- and graviton-empowered crystal across the area.

SUBTIER 1–2 (CR 1)

UNSTABLE LENS TRAP CR 1

Type hybrid; **Perception** DC 21; **Disable** Engineering DC 16 (apply temporary repairs) or Mysticism DC 16 (dissipate excessive energy); **Bypass** Physical Sciences DC 15 check to discern the safe angle to adjust this lens or Sleight of Hand DC 15 to adjust the lens carefully

Trigger touch; **Reset** none

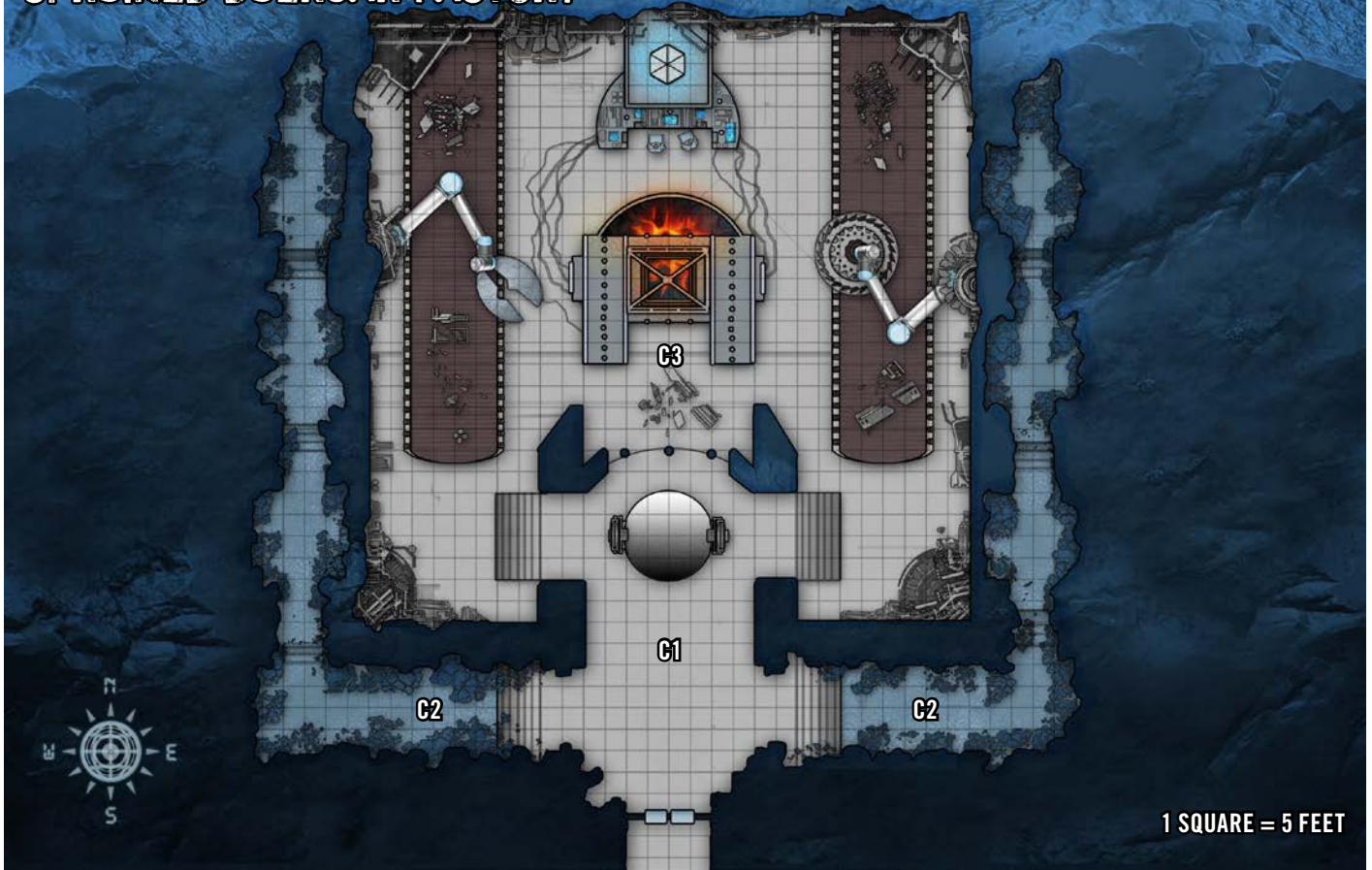
Effect explosion of crystalline shards infused with cosmic energy (2d6 C & P); Reflex DC 12 half; multiple targets (all targets within a 20-ft. radius of the lens's center)

SUBTIER 3–4 (CR 3)

UNSTABLE LENS TRAP CR 1

Type hybrid; **Perception** DC 24; **Disable** Engineering DC 19 (apply temporary repairs) or Mysticism DC 19 (dissipate excessive energy); **Bypass** Physical Sciences DC 18 check to discern the safe angle to adjust this lens or Sleight of Hand DC 18 to adjust the lens carefully

C. RUINED DUERGAR FACTORY



Trigger location; **Reset** none

Effect explosion of crystalline shards infused with cosmic energy (4d6 C & P); Reflex DC 14 half; multiple targets (all targets within a 20-ft. radius of the lens's center)

Treasure: Whether intact or destroyed, the lens's crystalline components are valuable—worth 300 credits in Subtier 1–2 and 600 credits in Subtier 3–4.

Rewards: So long as the PCs reach and explore this area, they receive its rewards. If they do not, reduce each PC's credits earned by the following amount.

Subtier 1–2: Reduce each PC's credits earned by 50.

Out of Subtier: Reduce each PC's credits earned by 75.

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

C2. COLLAPSED TUNNELS

Battered iron gates once cordoned off a pair of now-partially collapsed tunnels running to the east and west, each turning at right angles and later terminating at total cave-ins. Several other collapsed passageways branch out from these tunnels hinting at a labyrinthine system of passages aggressively sloping deeper into the asteroid's crust prior to this collapse. The gates are unlocked, and with a successful DC 12 Engineering or

Perception check, a PC notes that the gates' locking mechanisms were carefully dismantled. This was the work of the dwarf Avaldur as he broke into restricted areas to sabotage operations here.

Down the west tunnel, the PCs can find the remains of several Large monstrous humanoids with sturdy chitinous plating and fearsome mandibles. With a successful DC 12 Culture or Life Sciences check, a PC recognizes these as trox (*Alien Archive* 2126), massive, insectile, and generally peaceful beings native to the Liavaran moon Nchak. By exceeding this check's DC by 5 or more, the PC also remembers that trox performed early albeit rudimentary space travel throughout the Pact Worlds, which led to small pioneering populations being enslaved in some cases. The combination of their good natures and having been exploited for labor historically means that trox are vehement opponents of slavery.

However, the trox being partly buried here seems uncharacteristic, given their durable forms and burrowing skill. With a successful DC 13 Medicine check (DC 16 in Subtier 3–4), a PC identifies three key factors that contributed to the trox's demise beyond falling rubble. First, each of the trox show signs of having been electrocuted several times, after each instance having had time to recover (a product of the duergars' cruel treatment). Second, most of the trox have small wounds near their necks or

heads, where they painfully removed duergar-made augmentations (some of which pacified the trox); only two of these trox still have these augmentations installed (see Treasure below). Third, several of the trox have combat injuries (sustained during their rebellion). Collectively, these almost certainly left the trox weakened, such that the modest cave-in was more than they could escape.

The east tunnel shows similar damage, though there is only a single dead trox here near two dead and partially-buried duergars and a message scrawled on the wall in the Nchaki language (Culture DC 20 to decipher); a PC who worships Hylax can read the message without any difficulty. If a PC can read or translate it, give them **Handout #2** (see page 22). Even if the PCs cannot read it, the message includes a crude symbol that with a successful DC 15 Mysticism check, a PC recognizes as a lesser-used symbol for Hylax, the Forever Queen. This check also lets a PC recognize that this trox wears numerous simple adornments marked with this same symbol, suggesting that this might have been a spiritual leader. With a successful DC 15 Culture check, a PC recognizes that trox are often enthusiastic worshippers of Hylax, whom they consider a protector of the weak.

Although the trox expected to find freedom either in rebellion or death, several of them instead fell prey to the duergars' forge spurned (see area **C3**). With their souls reshaped as links in the undead's grisly chain, these trox are unable to realize their afterlives. As if watching over her fallen worshippers, the goddess Hylax has a faint divine presence here that has at least prevented the trox from rising as undead. A PC can sense this through *detect magic* or by being a worshipper of Hylax, either of which allows the PC to sense ephemeral insects flitting about these side tunnels and near the fallen priest in particular. These insects are incorporeal and barely respond to a PC's touch.

Treasure: Two of the west tunnel's trox still have duergar-made cybernetic augmentations installed. With a successful DC 15 Engineering check, a PC can ascertain that these are disciplinary augmentations, designed to deliver a shock on command from a remote source. With a successful DC 13 Medicine check, a PC can remove one of these augmentations without significant damage (a failed check damages it too much to be of value). Though the device is not suitable to use again, the augmentations could each sell for 225 credits (550 credits in Subtier 3-4), since their primary value is as archaeological artifacts.

The trox spiritual leader in the east tunnel wears an electrum-and-gold pendant inscribed with a charging boar on one side, and although the other side is blank, any good-aligned creature who handles it sees a small projected image of a shirren's head crowned with stars (Hylax's symbol). The dwarven investigator Avaldur gave this pendant to the trox after the two met and coordinated their rebellion, and the pendant is worth 450 credits (1,100 credits in Subtier 3-4).

For any of these treasures the PCs turn over to Ulrikka Clanholdings, they receive credits as recompense.

Development: The ephemeral insects that signal Hylax's divine influence represent more than a peaceful effect. If the PCs take

pains to ensure that the trox's remains are respected, reburied elsewhere, or ritually blessed, the insects begin congregating near those PCs in anticipation. During the confrontation with the forge spurned in area C3, these divine motes hurl themselves at the undead, becoming readily visible, chewing the creature, and causing the forge spurned to gain the shaken condition for the duration of the encounter.

Finds: Recovering one or both of the trox's augmentations counts as 1 Find. Given the augmentation's cruel design, the PCs can instead earn 1 Find by identifying the augmentation's purpose and having one PC succeed at a DC 12 Diplomacy or Intimidate check at the end of the adventure to provide a convincing argument for having destroyed or not recovered the strange technology for further study.

Rewards: The PCs earn rewards for recovering at least one of the augmentations as well as the pendant. If the PCs find neither, reduce their credits earned as noted below. If they recover only one of the two treasures, reduce their credits by the amount noted in parentheses. If the PCs deign not to recover the augmentations on moral grounds, do not reduce their rewards so long as they fulfilled the conditions that would still allow them to earn 1 Find from the devices (see Finds above).

Subtier 1-2: Reduce each PC's credits earned by 150 (or 75).

Out of Subtier: Reduce each PC's credits earned by 250 (or 125).

Subtier 3-4: Reduce each PC's credits earned by 350 (or 175).

C3. FACTORY FLOOR (CR 4 OR CR 6)

A partially buried factory floor sits quiet amid the remnants of oil-stained machinery and twin conveyer belts that emerge from the area's wreckage. Near the northern collapse, a pulsating polyhedron attached to scores of wires hovers above an exposed control station amid several banks of computers. In front of this control center, a hastily constructed archaic stone forge scavenged from the collapse's ample stone and metal debris sits anachronistically amid its technological neighbors.

Once among the largest workshops on the asteroid AA-126D, much of this factory has become buried in rubble resulting from the trox rebellion and Avaldur's sabotage—a combination of a computer virus, explosives, and directing the Solarian Stone's gravitational powers to collapse entire rooms. The forge serves less as an old-fashioned blacksmithing furnace and more as a supernatural focus for the Solarian Stone's power and Droskar's unholy influence. It still glows with a dim flame, within which dwells an aggressive forge spurned undead that likely attacks before the PCs can explore much (see Creatures). The overall structure is less practical than it is symbolic, and with a successful DC 10 Mysticism check, a PC can determine that it's specifically modeled after the burning archway of Droskar's symbol.

Although most of the machinery in the workshop is damaged to the point of needing serious repairs, the bank of computers to the north is semi-functional. With a successful DC 13 Engineering check

(DC 16 in Subtier 3–4) and 10 minutes of work, a PC can scavenge and repurpose enough parts to return the computer to working order. From there, a PC must succeed at a DC 13 Computers check (DC 16 in Subtier 3–4) to hack into the system—a considerably lower DC as a result of Avaldur’s virus having ravaged the system. In lieu of hacking the computer, a PC can instead establish control by manipulating the forge and its magical elements with a successful DC 13 Mysticism check (DC 16 in Subtier 3–4). As a third possibility if the PCs reactivated the Solarian Stone, the PCs can direct the cosmic energies toward the forge in area **C2** by means of the lens in area **C1**, whose directed energy revitalizes and accesses the computers entirely without a need for any other skill checks.

Once a PC can access the computer’s contents, they find two types of files written in Dwarven (DC 20 Culture to translate): production documents and personnel rosters. These are still valuable if the PC extract the files onto a computer of their own. The production documents cover a variety of projects such as weapons, armor, and starship components, all of which combine magic and technology in ways that would have been cutting edge a few centuries ago. Although the projects are largely obsolete compared to modern technology, there are nonetheless unconventional and potentially innovative techniques among these blueprints and diagnostics. These files also describe the Solarian Stone by name, noting the basics of how it can control light and gravity in ways that facilitated ongoing scientific experimentation.

The personnel rosters include extensive lists of duergar, trox slaves, and a few miscellaneous captives. The last recorded date is the 327th day of 40 AG—corresponding with the uprising—with numerous duergar and trox labeled as deceased that day, and more duergar slated for evacuation. Of note among the captives is a male dwarf wearing a boar-headed pendant, whose limited dossier notes that the duergar didn’t know how he entered the station. However, his records note that he was tied to a slave uprising, is a spy, was tortured for information, and was to be executed “by fiery submersion.” With a DC 15 Culture check, a PC can identify this as Avaldur and recall basic facts about the storied investigator.

Creatures: When the rebellion began, the station’s commander was among the first to fall. However, for his perceived failures, the commander did not remain dead. Instead he swiftly arose as a fiery undead known as a forge spurned, cursed to wander the mortal world until it has captured and reformed enough souls to offer Droskar in reparations for earlier weakness. Finding their dead commander a shameful reminder of recent failures, the duergar left this forge spurned behind when evacuating, and it captured and harvested several trox before retiring to the everburning forge. In Subtier 3–4, one of the commander’s lieutenants also perished and returned as a forge spurned.

The forge spurned dwells within the forge’s flames, where it has dispersed into a low cloud of cinders and sparks. When the PCs explore the factory floor, the forge spurned materializes in its natural form and attacks. Its immaterial form beforehand is a product of the forge and is a form that the forge spurned cannot resume without several hours of relative peace.

SUBTIER 1–2 (CR 4)

FORGE SPURNED

CR 4

NE Medium undead (fire)

Init +0; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP 45 RP 3**
EAC 15; **KAC** 17

Fort +5; **Ref** +6; **Will** +6; +1 vs. spells

Defensive Abilities fast healing 5; **Immunities** fire, undead immunities

OFFENSE

Speed 20 ft.

Melee assault hammer +10 (1d8+7 B) or

soul chain +11 (1d6+3 F & P; critical burn 1d6)

Space 5 ft.; **Reach** 5 ft. (10 ft. with soul chain)

Offensive Abilities burning barbbs, forge breath, soul chain

TACTICS

During Combat The forge spurned favors melee, hoping to bring its special abilities to bear. If any PC has Droskar’s mark or has successfully disguised themselves as a duergar, the forge spurned avoids fighting that PC unless there are no other targets available or ignoring that PC represents a dire threat to the undead’s existence (e.g. that PC is dealing tremendous damage or keeping the forge spurned pinned down).

Morale Desperate to add links to its soul chain, the forge spurned fights until destroyed.

STATISTICS

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

Skills Athletics +10, Engineering +15, Intimidate +15

Languages Common, Dwarven

Other Abilities eternal damnation

SPECIAL ABILITIES

Burning Barbbs (Su) As part of its penance, a forge spurned’s body is riddled with burning barbed hooks. Anyone grappling a forged spurned or striking it with unarmed or natural attack takes 1d4 points of damage (half of this damage is from fire and the other half is piercing).

Forge Breath (Su) A forge spurned may exhale a cloud of stinging soot as a standard action either in a 30-foot cone or a 20-foot-radius spread centered on the forge spurned. Treat this cloud as a smoke effect that persists for 1d4 rounds. Any creature caught within this soot cloud takes 1d6 points of fire damage per round of exposure. The forge spurned may not breathe again until it fills its flaccid lungs with its mechanical bellows (a full round action that provokes attacks of opportunity).

Soul Chain (Su) Each forge spurned is created with a chain of glowing links that tethers the undead to its cursed existence. This chain acts semi-autonomously, lashing out at nearby foes or deflecting attacks. As a swift action, a forge spurned can spend 1 Resolve Point to produce one of the following effects:

- The chain interferes with attackers and deflects incoming projectiles, granting the forge spurned a +2 bonus to AC until the beginning of its next turn.
- The chain lashes out at a nearby target, performing a soul chain attack at its full bonus to hit or attempting a trip combat maneuver against one target within its reach.
- The chain bursts into flame, dealing an additional 1d6 fire damage on soul chain attacks until the end of the forge spurned's next turn.

When a creature dies within 10 feet of a forge spurned, the deceased creature must succeed at DC 15 Will save or have its soul ensnared by the soul chain. While it has a soul ensnared, the forge spurned takes a -2 penalty to attacks with the soul chain and cannot ensnare other souls in this way. A forge spurned can spend 1 hour of uninterrupted work to transform an ensnared soul into a new link in its chain, and a creature whose soul is ensnared or transformed in this way cannot be brought back to life without first destroying the soul chain. If a forge spurned is destroyed, any soul it has ensnared but not transformed automatically escapes. A typical forge spurned possesses 3 Resolve Points, and for every 5 additional links added to its chain, it gains an additional Resolve Point (maximum 7).

Eternal Damnation (Su) A forge spurned cannot be completely destroyed so long as its chain survives (hardness 8, HP 25, break DC 23). If its chain is sundered, a forge spurned is stunned for 1 round, after which it is sickened until it can spend 8 uninterrupted hours rebuilding a basic soul chain. A destroyed forge spurned whose chain is intact arises at full hit points 24 hours later wherever its chain is.

SUBTIER 3-4 (CR 6)

FORGE SPURNED (2)

CR 4

NE Medium undead (fire)

HP 50 each

TACTICS

As Subtier 1-2.

Treasure: The computers here consist of many valuable parts, including numerous ones that consist of precious metals and expensive crystalline capacitors. The value of some of these components is readily apparent from the damaged computers' exteriors, and several broken circuit board casings reveal hints of the valuables within. With 1 hour of systematic dismantling, the PCs can recover components worth 850 credits (1,800 credits in Subtier 3-4).

The forge spurned's chain functions as an immolation flame spinner (*Starfinder Armory* 12) that currently contains no petrol. However, the weapon is dangerous to keep long term, for it is

Scaling Encounter C3

To accommodate a group of four PCs, give the forge spurned a -2 penalty to attack rolls, and remove its fast healing ability.

the tether that binds the forge spurned to the Material Plane (see the eternal damnation ability). Similar equipment appears on the Chronicle sheet, though the scenario presumes that the PCs either destroy the chain, turn it over to the dwarves for destruction, or leave it on the asteroid—potentially to be destroyed by the *Sledgehammer*.



Forge Spurned

Finds: Securing the personnel roster and project schematics from the computer earns the PCs 1 Find.

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

Subtier 1–2: Reduce each PC's credits earned by 141.

Out of Subtier: Reduce each PC's credits earned by 220.

Subtier 3–4: Reduce each PC's credits earned by 300.

THE ULRIKKA DEBRIEFING

Once the PCs have explored AA-126D to their satisfaction, they can retire to the *Sledgehammer* and discuss their initial findings with Thromkendal. She is cautiously curious about what they've learned, and partway through discussion, she receives an urgent message to her comm unit. She reads and then rereads the message before incredulously informing the PCs that the starship's senior crew (among them one of the Ulrikka Clanholdings's chairpeople) have received word of the PCs' return and want a formal presentation of their findings, beginning in about an hour.

"While you were exploring, the Sledgehammer continued running geological surveys and other missions in the area, and I assumed we'd just submit a report and be done. I didn't expect a formal meeting like this, much less with elite personnel like this. From what you've already told me, there was a lot happening in the asteroid—economically, scientifically, archaeologically, maybe more. At this point you have a better sense than I do.

"They're going to ask you for a summary of what you found, and if this is anything like the few meetings I've attended, they might also want your professional recommendation about how to proceed. Whether you recommend they destroy the asteroid, leave it alone in perpetuity, or something in between, you're now the experts and the best-informed people to make the case. If I were you I'd figure out what your recommendation will be, tailor your presentation to it, and take a moment to clean up."

Give the players a few minutes to decide what they want to highlight and what their recommendation will be. Thromkendal can provide some guidance or answer procedural questions as needed, and she can ensure the PCs have the necessary equipment for their presentation (e.g. projectors, pointers, and the like). If the PCs seem split on their recommendation, she advises that it's not uncommon for controversial topics to include multiple proposals, though she notes that a unified front is more likely to sway the staff.

Once the PCs have gathered their thoughts and had a chance to clean up, a pair of low-ranking officers arrive to escort the PCs to an executive boardroom. There await four dwarves and an android, four of them are clad in decorated ship uniforms, and one dwarf wears an expensive corporate suit. These are **Captain Kreazvig Thar** (LN agender dwarf), executive officer **Eom** (N male android), master of coin **Dolma Szarik III** (LN female dwarf), chief engineer **Remol Crystalthrone** (NG male dwarf), and chairwoman **Gwalei Korversal** (LG female dwarf). They politely greet the PCs and invite them to set up and begin.

The Presentation: This short encounter is fairly free-form, requiring only that each of the PCs contribute to the presentation in some capacity. This might take the form of roleplaying their part of the presentation for a minute or two, summarizing the points that their PC would convey, or describing how their PC prepared findings for maximum impact (e.g. creating dramatic charts or carefully curating photos). **Handout #3** on page 22 provides the GM a place to track successes and a reference for calculating the skill check DCs and bonuses described below.

Once a PC has made a significant contribution, they should attempt a DC 20 skill check (DC 23 in Subtier 3–4) to determine how effective their contribution was—see the next paragraph for suitable skills. For each Find that the PCs made, give the PCs a cumulative +1 bonus on these checks, representing the powerful evidence they possess. If a player does an exceptional job of roleplaying, contributing to the presentation, or interpreting the site's history, consider awarding that PC as much as a +4 bonus to the check. A PC who is a dwarf-friend gains a +2 bonus on skill checks during this encounter. Finally, if a PC's theme knowledge ties especially well into their argument (e.g. a scholar's specialty or a corporate agent making a business-related argument), consider awarding an additional +2 bonus.

Skills such as Bluff, Diplomacy, Intimidate, and Sense Motive are natural choices for persuading the audience. Computers, Culture, Engineering, Medicine, Mysticism, Physical Science, and some Profession skills are great fits for technical arguments. Other skills are less likely to be applicable, unless a PC uses one in an especially creative way that contributes to the presentation without violating decorum. The PCs can use the same skill twice, after which that strategy's impact diminishes; for the third and each subsequent time the PCs use the same skill check, cumulatively increase that skill's DC by 2 (e.g. DC 22 for the fourth use of Diplomacy in Subtier 1–2).

Collectively, the PCs should attempt seven skill checks. This likely means that one or more PCs—ideally those PCs who are participating most actively—have to attempt second skill checks.

Concluding the Presentation: Once the PCs have made their arguments and presented their recommendation(s), tally the number of skill checks at which they succeeded. The assembled officers confer briefly before Gwalei Korversal delivers the Clanholdings's official decision. These are organized by the PCs' likely proposals and the number of successes required to attain the result. If the PCs met none of the conditions below, default to the "Destroy the Asteroid (0–2 Successes)" entry. If the PCs combined several proposals and qualified for multiple results, Chairwoman Korversal's decision blends the results. For example, arguing to destroy the asteroid and preserve it might mean Ulrikka Clanholdings is willing to give the Starfinder Society exclusive rights for academic study before destroying the asteroid. Finally, the officers are willing to entertain other ideas so long as they wouldn't embarrass the Clanholdings, don't glorify Droskar, and represent some opportunity to profit off the endeavor. For these alternatives, use the option below that is the best fit.

Destroy the Asteroid (3 Successes): Ulrikka Clanholdings marks the asteroid for demolition within the next 6 hours. The dwarves recover their mining gear and clear the site before the *Sledgehammer's* forward guns shred the asteroid to pieces over the course of 10 minutes' bombardment.

Destroy the Asteroid (0-2 Successes): This results in the same bombardment as if the PCs had earned more successes, but the PCs failed to make a good impression with their presentation. This impacts the Secondary Success Conditions.

Extract the Solarian Stone (4 Successes): Ulrikka Clanholdings agrees to bring in specialists to carefully relocate the Solarian Stone to another site, recognizing the powerful dynamo's academic uses. Afterward, the dwarves are likely to destroy the asteroid.

Preserve the Asteroid (5 successes): Ulrikka Clanholdings elects to leave AA-126D intact, likely due to the PCs' insistence that it's safe now or that it should be entrusted to the Starfinder Society for further study.

CONCLUSION

With the asteroid explored and their presentation concluded, the PCs are free to relax and recuperate. After concluding its remaining business in the area, the *Sledgehammer* departs to return the PCs to Absalom Station. There, Thromkendal treats them to an expensive meal of their choice to celebrate their success (or possibly console them for any losses). Other Starfinders are eager to review the PCs' findings and compare them to other early post-Gap records in the hope of better understanding this formative period that led to the Pact Worlds' formation. Unfortunately, the centuries-old duergar trail has run cold, leaving no indication as to where they escaped after departing the asteroid.

If the PCs recovered Avaldur's remains, they receive a missive from an Ulrikka representative that invites them to attend a formal reinterment of the storied agents remains on the Star Citadel Heorrhahd later that month. There the PCs meet with an array

of dignitaries, military officers, fixers, and other well-connected people who might provide the PCs future work.

If the PCs successfully convinced the dwarves to destroy AA-126D (earning 3 or more successes during that encounter), each PC earns the Destruction of AA-126D boon. If the PCs convinced the dwarves to spare the asteroid, each PC instead earns the Preservation of AA-126D boon. If the dwarves' decision balanced these two conditions (such as destroying the asteroid only after additional study), have each player choose which of the two boons to earn, and cross the other off those Chronicle sheets. Finally, if the PCs reactivated the Solarian Stone, each PC earns the Sudden Attunement boon.

REPORTING NOTES

If Ulrikka Clanholdings chose to destroy the asteroid, check box A on the reporting sheet. If it instead chose to preserve the asteroid, check box B. If the PCs secured the Solarian Stone for further study (such as by securing the Society more time to study it or convincing the dwarves to relocate it), check box C. If the PCs recovered Avaldur's remains, check box D.

PRIMARY SUCCESS CONDITIONS

If the PCs explore the duergar complex and secured at least 3 Finds, they each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

SECONDARY SUCCESS CONDITIONS

The PCs complete their secondary objectives by fulfilling 3 of the following 5 conditions: secure 4 or more Finds, secure 5 or more Finds, secure 6 or more Finds, successfully convince the dwarven officers to pursue a particular course of action, or reactivate the Solarian Stone. If the PCs succeed at this, they each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon.

HANDOUT #1: TRANSLATED DWARVEN SCRIPT

An ounce of blood, a pound of sweat; this is what the Dark Smith gets.
 Pound the anvil, blisters set; this is what the Dark Smith gets.
 Toil on without regrets; this is what the Dark Smith gets,
 Hammer til you can no more, then Droskar shall unbar the door.

HANDOUT #2: SCRAWLED MESSAGE

The Star Margrave has changed. Just as I thought a creature could not be viler, he, no it, is. Its eyes sear, its breath chokes, but worse still is its burning chain. It stalks us, and takes us one by one to that damnable furnace, and there it takes my clan and severs the link between the Forever Queen and us. Cry for our salvation, I can no longer reach their souls, their spirits do not heed my calls, I fear they are lost forever in those burning links.

Hinchin-Kuran, Hylax hive caller

HANDOUT #3: GM REFERENCE

The following reference sheet notes the PCs potential Finds during the scenario and provides a space to track their successes during their presentation to Ulrikka Clanholdings.

FINDS

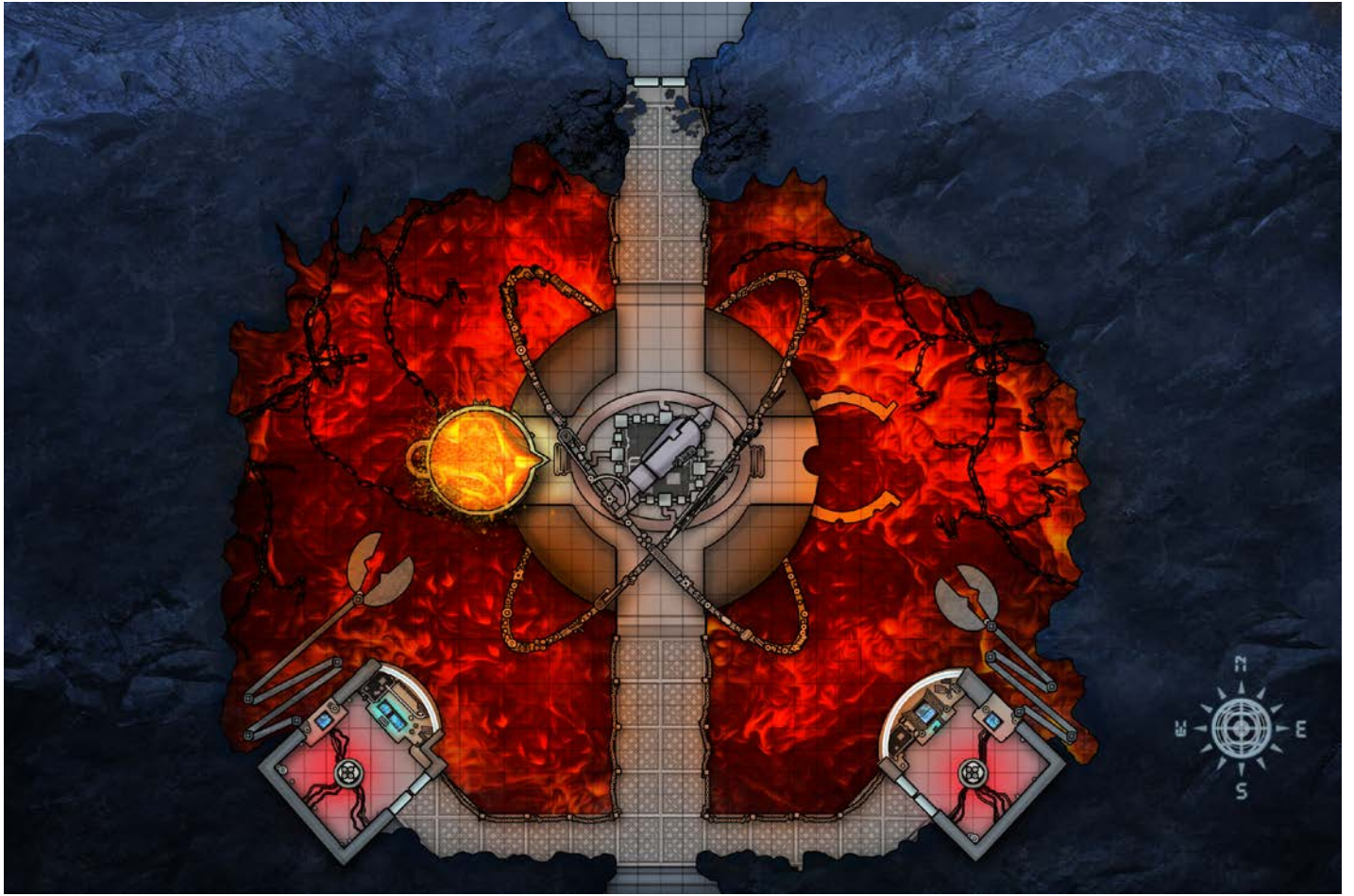
- Reactivate the Solarian Stone (area **A2**)
- Retrieved trox's medallion (area **C2**)
- Retrieve Avaldur's remains (area **B**)
- Recovered or destroyed duergar augmentation (area **C2**)
- 1st Find in "Exploring the Tunnels" (3+ successes)
- Recovered duergar computer records (area **C3**)
- 2nd Find in "Exploring the Tunnels" (7+ successes)

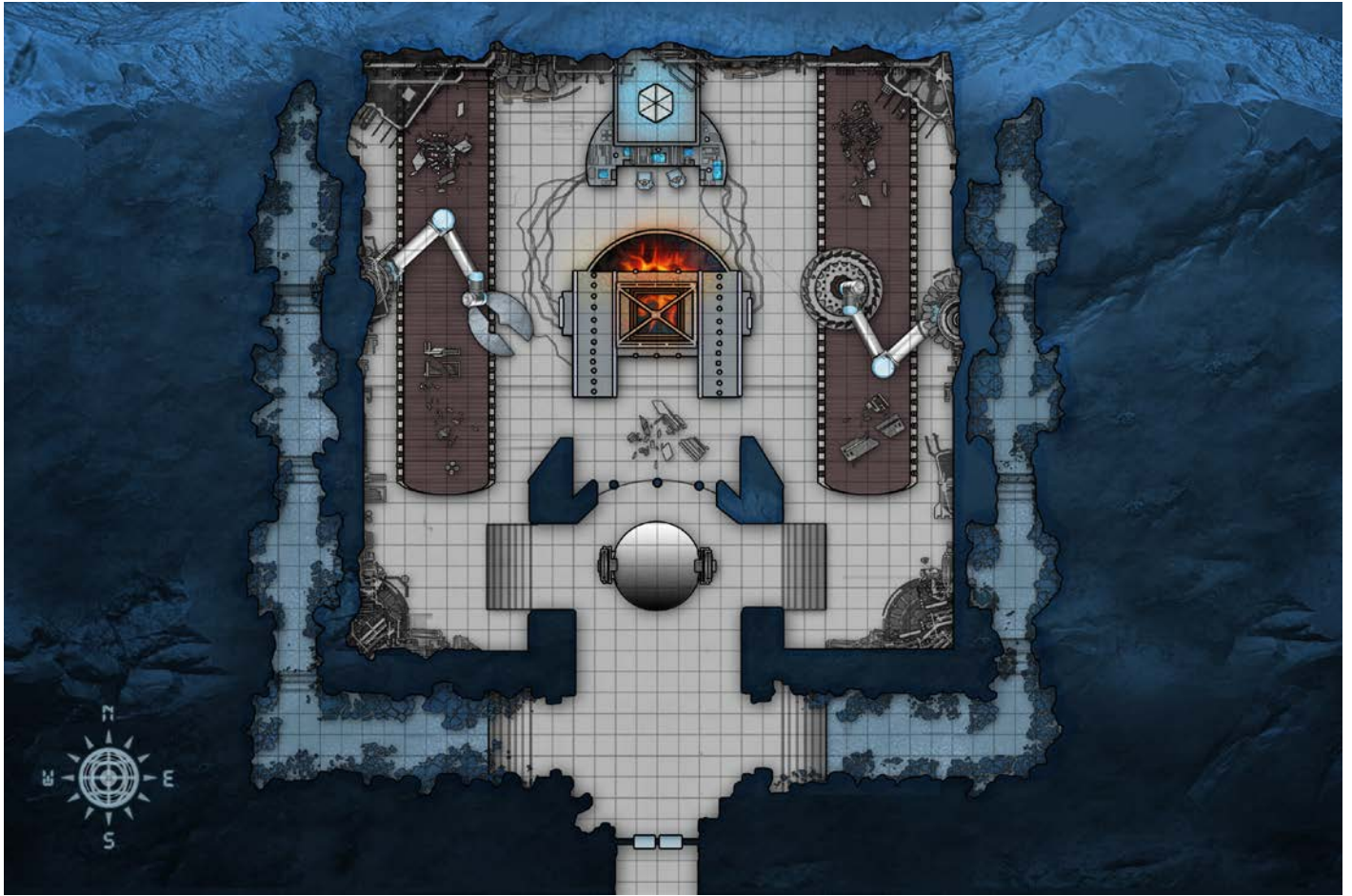
PRESENTATION

Skill Check Bonuses:

- +1 Each Find the PCs secured
- +1 to +4 Good roleplaying or argument
- +2 Theme knowledge applies

Successes:





Starfinder Society Scenario #1-36: Enter the Ashen Asteroid

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

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Fame Faction Boons

Character Name _____

Acquisitives Exo-Guardians Dataphiles

Second Seekers () Faction _____ Wayfinders

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Starfinder Society Scenario #1-36: Enter the Ashen Asteroid © 2019, Paizo Inc.; Author: Larry Wilhelm.



Starfinder Society Scenario #1-36: Enter the Ashen Asteroid

Character Chronicle #

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

Items Found During This Scenario

Destruction of AA-126D (Ally Boon): Your discoveries led to the destruction of the asteroid AA-126D. Although this has vaporized untold discoveries, it has inspired one of the *Sledgehammer's* more aggressive crewmembers to assist you in future endeavors. This functions as the Basic Hireling Access boon (see the *Starfinder Society Roleplaying Guild Guide*), though you recruit this dwarf, whose skills include three of the following, selected when you choose the boon: Athletics, Intimidation, Sense Motive, or Survival. When you acquire the Amateur Hireling Access, Professional Hireling Access, Elite Hireling Access, or Master Hireling Access boons, you can choose to have them improve this dwarven hireling.

Preservation of AA-126D (Ally Boon): Your discoveries led to the preservation of the asteroid AA-126D, despite initial protests from Ulrikka Clanholdings. This has inspired one of the *Sledgehammer's* more academic crewmembers to assist you in future endeavors. This functions as the Basic Hireling Access boon (see the *Starfinder Society Roleplaying Guild Guide*), though you recruit this dwarf, whose skills include three of the following, selected when you choose the boon: Culture, Life Science, Mysticism, or Physical Science. When you acquire the Amateur Hireling Access, Professional Hireling Access, Elite Hireling Access, or Master Hireling Access boons, you can choose to have them improve this dwarven hireling.

Sudden Attunement (Personal Boon, Limited Use): You reactivated a powerful dynamo that manipulates the same cosmic forces wielded by solarrians. During combat at the start of your turn, you can check a box that precedes this boon to enter a stellar mode as a solarrian whose level is equal to your character level. This attunement lasts until the end of the encounter. If you already have the stellar mode class feature, once per round you can check a box that precedes this boon to gain 1 attunement point in your current stellar mode. You cannot use this boon more than twice per adventure.

You can activate this boon even if you do not have it slotted. However, when you do so, you must check two boxes each time you activate it.

All Subtiers

frostbite-class zero axe (functions as a frostbite-class zero knife; 2,810; item level 4; *Starfinder Armory* 9) mk 1 gravitational harness (515; item level 2; *Armory* 92)

Subtier 3-4

golemforged plate II (1,610; item level 3) hailstorm-class zero axe (functions as a hailstorm-class zero knife; 5,540; item level 7; *Starfinder Armory* 9) mk 1 force soles (2,260; item level 4; *Starfinder Armory* 92)

Reputation

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

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	1-2	736
	SUBTIER	<input type="checkbox"/> Normal
Out of Subtier		1,118
	SUBTIER	<input type="checkbox"/> Normal
	3-4	1,500
	SUBTIER	<input type="checkbox"/> Normal
	-	-
EXPERIENCE	Starting XP	
+		<small>GM's Initials</small>
	XP Gained (GM ONLY)	
=		Final XP Total
FAME	Initial Fame	
+		<small>GM's Initials</small>
	Fame Gained (GM ONLY)	
-		Fame Spent
	Final Fame	
CREDITS	Starting Credits	
+		<small>GM's Initials</small>
	Credits Garnered (GM ONLY)	
+		<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 #
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