

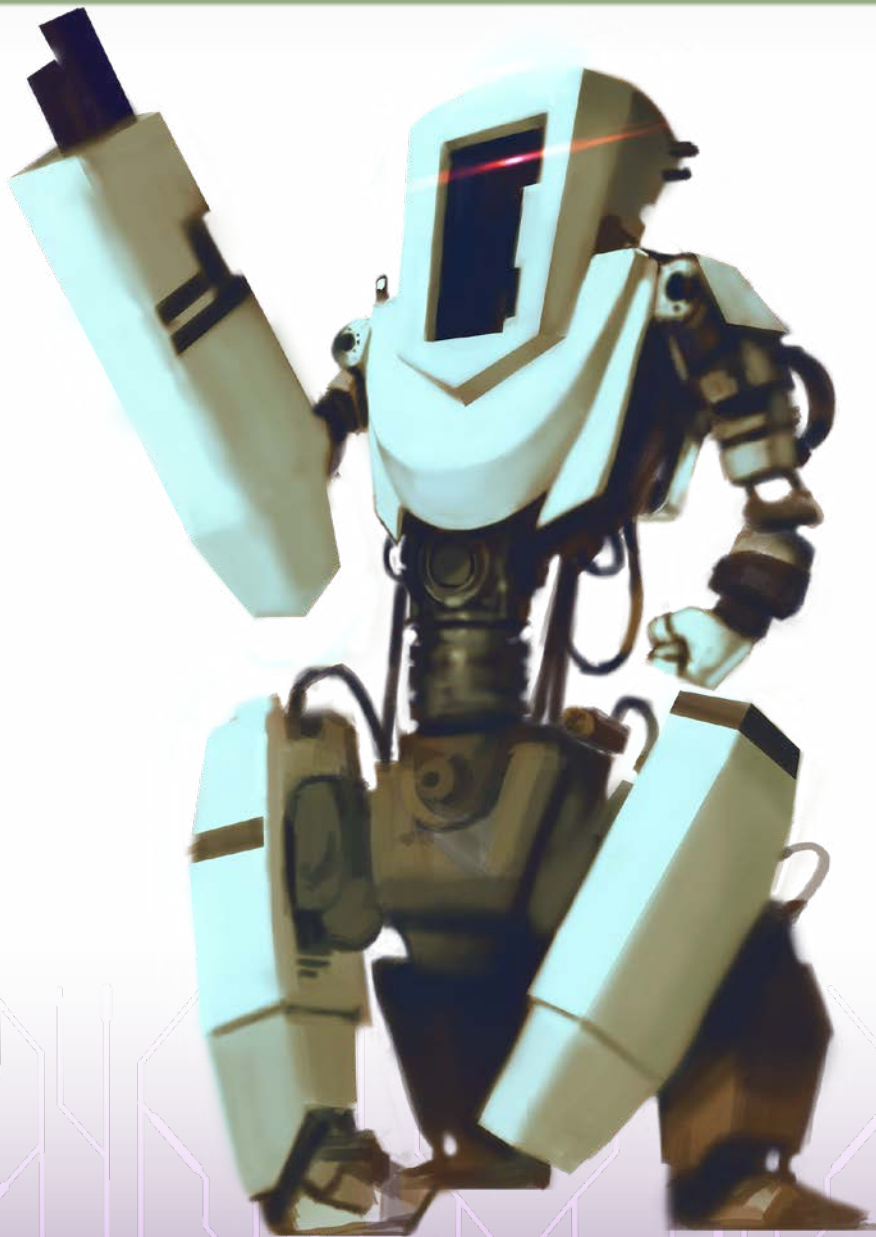
YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-16, TIER 5-8



A SCoured HOME

BY CHRISTOPHER WASKO





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How to Play

Starfinder Society Scenario #2-16: A Scoured Home is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5-8; Subtiers 5-6 and 7-8). This scenario is designed for play in the Starfinder Society campaign, but can easily be adapted for use with any world. For more information on the Starfinder Society Organized Play Campaign, 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.

GM Resources

A Scoured Home makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive 3*, and *Starfinder Armory*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online Starfinder Reference Document at paizo.com/sfrd.

Scenario Tags

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

- FACTION (SECOND SEEKERS [JADNURA])
- FACTION (WAYFINDERS)



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A SCoured HOME

BY CHRISTOPHER WASKO



Eons ago, the izarguuns were a prosperous species that dwelled within the trinary star system now known as the Scoured Stars. An advanced and committed people, the izarguuns eventually fled their home system to escape the ceaseless interference of their deity, Kadrical the Preserver. After their departure, the izarguuns found a fertile world within the Vast where they landed their starships and established a new home. Over the following centuries, the izarguuns gradually abandoned their impressive machinery and became hunter-gatherers, preferring the beauty and sustainability of a culture harmonious with nature to the complexities and hazards of advanced technology.

The izarguuns named their planet Izalraan. Here, they have enjoyed a simplistic lifestyle. In the past decade, the izarguuns' adopted world caught the interest of Frozen Trove Labs, a Triaxian dragoncorp renowned for both its genetic engineering and ethically dubious research procedures. Frozen Trove discretely set up an outpost on the planet and had been conducting illegal experiments under the guise of an agricultural development company. A group of Starfinders visited the world during the Society's mission to uncover the mysteries of the Scoured Stars, and they eventually uncovered the Frozen Trove experimentation and put a stop to it (see *Starfinder Society #1-13: On the Trail of History*).

Since the Society's actions on Izalraan, the izarguuns have come to see the Starfinder Society as allies, and many young izarguuns who yearn to rebuild their technologies or explore the Vast have left their homeland to join the Society. Meanwhile, the bulk of the izarguun population maintains their preferred lifestyles, responsibly caring for their environment and living off the land. One of the few remnants of their advanced civilization is the izarguun elders' practice of medicine, where they mix synthetic pharmaceuticals with natural herbs to prolong the lives of their people.

In recent months, Fitch, the faction leader of the Wayfinders, has reached out to the izarguun elder Naarma. Fitch has heard growing reports of Pact Worlds settlements in the Vast that have endured several outbreaks of disease and are in dire need of medicinals. With corporate drug developers taking too long, Fitch has contacted the izarguuns to help create the medicines these distant communities require. Naarma, eager to repay the Society for ridding their world of Frozen Trove Labs, has accepted Fitch's request.

WHERE IN THE UNIVERSE?

Most of *A Scoured Home* takes place on Izalraan, the izarguuns' adopted homeworld. Although the Pact Worlds call the planet Icefront due to the extreme seasonal climate that makes one side of the planet look frozen, the region explored in this scenario is transitioning into its temperate spring season. Information about the izarguuns can be found in *Starfinder Alien Archive 3* (page 58), available at bookstores and hobby shops everywhere and online at paizo.com.

IZALRAAN (ICEFRONT)

Adopted Home of the IZalguuns

Diameter: ×1; **Mass:** ×1; **Gravity:** ×1

Atmosphere: Normal; **Day:** 48 hours; **Year:** 730 days

SUMMARY

The PCs deliver Fitch's list of pharmaceutical needs to elder Naarma, who requires some time to process them into medical solutions. In the meantime, Naarma asks the PCs to investigate what she believes to be a buried izarguun starship that appears to be leaking radiation into the surrounding wilderness. The PCs find ample evidence of a radiation at the site, most notably a badly mutated native megafauna.

Delving into the buried starship, the PCs find the main routes to the power core demolished, along with some evidence of tampering. They go to the bridge to find an alternate route to the core, crossing paths with two izarguun robots and A-1, the ship's artificial intelligence. By interacting with A-1, the PCs can learn about the starship, the path to the radioactive core, and the izarguuns' voyage to the planet long ago.

On the way to the power core, the radiation intensifies and the PCs encounter a jury-rigged trap bearing telltale signs of

STARFINDER SOCIETY SCENARIO

sabotage. Sure enough, the radiation leak was caused a fallen jinsul hierarch and her devotees, eager to trigger a nuclear meltdown on Izalraan as revenge for the izalguun's participation in their defeat at the Scoured Stars. The PCs can then battle the mystic within the damaged radioactive core, reset the radiation containment mechanisms, and return to Naarma.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

A chorus of squeaks, buzzes, and clanks fills the medical ward onboard the Starfinder starship *Master of Stars*, as three tiny ysoki children bounce around on inflatable exercise balls and climb the automated arms of an operating drone like a jungle gym. Fitch, the Wayfinders faction leader, stands at the far computer terminal as it prints a long strip of paper with multiple lines of densely packed text. "Kirkath, so help me Weydan, if you cut yourself on that drone and get sick, you're gonna have to find someone else to feel sorry for you! Put those things back in the P.T. room now!"

She sighs and tears the paper from the printer. "Agents, as you may already know, the Pact Worlds colonies are in the midst of a health crisis. People across several planets are coming down with virulent diseases, and the companies of 'Big Potion' are moving so slowly with their intervention that medicine prices are skyrocketing. Folks are getting desperate.

"Lucky for us, we have an ace in the hole: the Starfinder Society has a strong relationship with the izalguuns, a people out in the Vast whose identities we kept secret per their request. They helped us drive back the jinsul threat during the events of the Scoured Stars, and I've maintained discreet communication with some of their elders ever since. The izalguuns mostly lead hunter-gatherer lifestyles these days, but their medicinals are sophisticated. One of their elders, Naarma, has agreed to help us out by synthesizing new medicinal goods that we can provide Pact Worlds colonies to help improve the Society's image."

Fitch folds the paper and slides it into an envelope. "I need you to bring this list of contagion patterns, symptoms, and existing treatments to Naarma on Izalraan so she can work her magic. Naarma also mentioned that she might need our help with a problem of her own, something about radiation if my memory serves. Do what she asks so she can get us ahead of this outbreak and ensure that others see the Society for the noble institution we are. Any questions?"

Following their briefing, Fitch answers the Starfinders' questions as best she can.

What do we know about these outbreaks? "Fairly standard colonization risk; Pact Worlds and Veskarium settlements finding some new strain of disease that manages to affect the colonists after someone breaks standard procedures. It happens infrequently, but lately a rash of expansion has just led to us seeing more outbreaks than we're used to seeing. I know the

growing concern is about the people on Zeyther-3, an icy world currently reporting a mounting epidemic."

When did the Society become a charitable organization? "We're not, but right now we really need some wins at home. If the Society can stem the tide of these pandemics, we may finally get some much-needed good press. Furthermore, many of the infected areas are points of contact for planned missions, meaning we can't safely send agents to any of these places until the health crisis is under control."

Why not just send the info to Naarma digitally? "Izalguuns largely don't use advanced technology anymore, with the exception of medicine. All of our communications with Naarma have been in person because they don't receive electronic messages. Even if they could, though, we suspect some bad actors have been intercepting our comms, so we'd like to keep any work involving the izalguuns or the pandemic on the down low, especially to keep protecting those izalguuns not interested in being exploited by other starfaring species. Sending a team to an uninteresting planet in the Vast is pretty on-brand for us, so this mission shouldn't raise any red flags."

What's Naarma's radiation problem? "You'll have to ask her for specifics, but she mentioned something about a radiation leak or radiation poisoning of some sort near an izalguun village. I'd plan accordingly, you won't have many high-tech shopping options once you land on Izalraan."

Boons: Once the PCs have concluded their questioning, they may slot their boons. The Wayfinders faction is notably interested in this assignment, so the PCs should be encouraged to slot the Wayfinders Champion boon. GMs should also inform PCs who have the First Skirmish boon that they may slot it as a Social boon for this scenario (see *Starfinder Society #1-13: On the Trail of History*).

CULTURE (RECALL KNOWLEDGE)

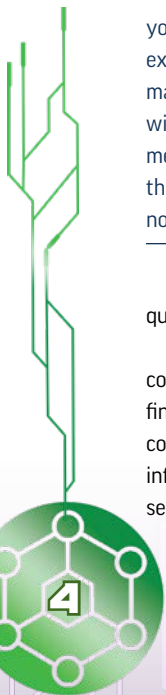
PCs reviewing past Starfinder logs can attempt Culture checks to learn some baseline information about izalguuns and their adopted planet. Izalguun PCs automatically know all information with an associated DC 25 or lower.

10+: Izalguuns are native to the Vast world of Icefront, which they call Izalraan. They live agrarian lifestyles.

15+: Izalguuns have mastered living off the land, adapting to their planet's long, extreme seasonal climate and respectfully coexisting with the native megafauna. Elder Naarma's community should be entering Izalraan's temperate spring season around now.

20+: Izalguuns originally hail from the Scoured Stars, having fled when their ancestral god Kadrical went into slumber ages ago. They once possessed extremely advanced technology, but they abandoned it in order to lead more sustainable, peaceful lives on their adopted homeworld.

25+: The Starfinder Society discovered the izalguuns' history and technological aptitude, but did not share the information with the Pact Worlds out of respect for Elder Naarma's request that her people be left in peace. Thanks to this decision, some izalguun



trailblazers have left Izalraan to become Starfinders themselves, and some izalguuns briefly revisited their technology—notably their long-inactive starships—to help defeat the jinsul menace during the Society’s final push into the Scoured Stars.

30+: Most of the izalguuns’ starships and pre-Izalraan buildings were fueled by nuclear power, managed with sophisticated containment mechanisms overseen by artificial intelligence. During their many storied conflicts with the jinsuls, a common jinsul terrorist tactic was to attack these reactors to create radioactive fallout. This might be how Naarma recognizes the effects of radiation poisoning.

TRADING TASKS

Travel to Izalraan takes 5d6 days of Drift travel onboard a chartered Starfinder Society personnel freighter, the *Peregrination into Night*. Captain **Zhast** (CG female shirren) is a jovial host who offers daily (and delicious) meals in her private quarters, which she painstakingly prepares herself. During the journey, the PCs come across one other starship, the *Stoic Refuge*, making its way to the Suskillon system. The ship only replies to hails with a pre-recorded messaging touting an upcoming sale of audacious and wild creatures from Impressium’s Humble Menagerie, coming to the Pact Worlds in only a few months. A PC who succeeds at a DC 20 Culture check knows that the Suskillon system is in the Vast and has recently come to the Swarm’s attention. More details on Suskillon can be found in the Attack of the Swarm! Adventure Path.

Following their journey through the Drift, the *Peregrination into Night* dispatches the PCs to Izalraan’s surface on a small atmospheric shuttle. As the PCs touch down on the planet, they see spots of brown soil starting to emerge from beneath mounds of dirty snow. A band of izalguun locals help to flag down the ship. They embrace any disembarking izalguun PCs in four-armed hugs to welcome them home and provide greetings to any PCs who have previously visited the world.

The izalguuns bring the PCs to Elder Naarma’s ziggurat, which is in the medical ward of a larger, buried starship. Naarma welcomes the PCs and wastes no time asking for Fitch’s data. She looks over the document for a few moments to process its contents before addressing the PCs.

The izalguun slowly nods her head as she skims the medical data. “Yes. This should be doable. Very doable, in fact. I may have some questions, but they are not pertinent at the moment. As Fitch hopefully told you, I have a favor to ask in return for my service.

“Some izalguuns from a neighboring village have recently been coming to me for treatments. I thought it might be sunburn at first, but it is too harsh and consistent for this season, plus some of our hunters began returning from the same region with animals that were dead or...changed. Radiation poisoning is almost certainly the problem, probably from a power core leak from one of our ancestral starships like the one we presently occupy. I do not know why the containment mechanisms failed, but the leak must be stopped before the radiation spreads. My

IZALGUUNS IN THE SOCIETY

Starting August 28th, 2019, izalguuns (*Starfinder Alien Archive 3 58*) became an always-available playable race for players in the Starfinder Society Organized Play Campaign. This resulted from the Society’s ethical treatment of the discovery of their people in *Starfinder Society #1-13: On the Trail of History*, where the Starfinder agents respected the izalguuns’ request for secrecy by not informing the Pact Worlds about their advanced technologies, allowing them to live their simple lifestyles in peace. As a result, some izalguuns who desire greater adventure or technological sophistication have left Izalraan and joined the Starfinders’ ranks, always with the understanding that they are not to share any details about their history with outsiders. GMs should be prepared to encounter izalguun PCs at the table: Naarma and the other izalguuns embrace the temporary return of these wanderers, proud to see them in the service of such a responsible organization but certainly feeling the void of their absence. Several moments in the scenario also call out specific responses to izalguun PCs.

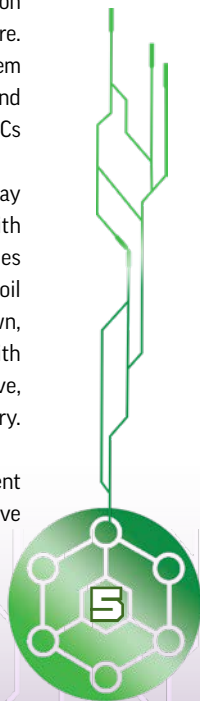
Players and GMs can learn more about the izalguuns’ introduction to the Society in the blog *Starfinder Society: Ethical Anthropology* at <https://paizo.com/community/blog/>.

people no longer possess the armor technology or wherewithal to safely approach this threat, but for you the task should be trivial. Will you do this for us?”

Assuming the PCs agree to Naarma’s task, she gives them instructions to an abandoned hamlet where the starship is buried, along with an etched metal panel with some translations of common Izalguun words and the foundational code for izalguun software. PCs can buy analog items and medicinals of any appropriate item level from the izalguuns before departing, but technological and magic items are almost nonexistent. Naarma answers the PCs questions if they ask.

What do you mean “changed?” Naarma quietly leads the way to another lab where a vole-like mammal in a cage squeaks with obvious discomfort. Its body is riddled with bloody pustules and its hair is almost completely shed. After a moment, one boil slides off the creature’s skin, slithers around the cage on its own, then collapses into a gory blob. Naarma says, “Organisms with sensitive stem cells have reacted to the radiation with aggressive, cancerous mutations. Sometimes the tumors become ambulatory. It is difficult to watch.”

What caused the leak? “I do not know. Our nuclear containment technology has always been reliable and self-sustaining. We have



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inhabited this planet for generations and this is the first I have heard of this happening. I suppose all artificial things break down eventually, but at least it should be easy to fix.”

How can we stop the leak? “Make your way to the ship’s power core, containment protocols should be intuitive from there. If there is a problem getting there, go to the bridge and use the master computer to find a new route. I would provide a ship schematic if I had one, but it appears the leak is coming from a grand transport from our exodus centuries ago; no izalguun living today has seen the interior of a ship like this.”

ABANDONED HAMLET

Following Naarma’s instructions, the PCs can cover the distance to the hamlet by ground in 2d4 hours, seeing evidence of the

spring thaw all the way. Naarma advises against taking a shuttle as the region is rife with staggered hills and cliffs that make landing difficult.

As the PCs approach their destination, the snow gradually disappears and any devices the PCs may possess that detect radiation slowly come to life, indicating a minor radiation leak. The PCs eventually find a vast, strangely angular hillock upon which a small hamlet—its buildings long abandoned—stands, encircling a tall ziggurat like the ones in Naarma’s village. The radiation in this area functions as low radiation that affects creatures only once every hour (*Starfinder Core Rulebook* 404). This effect is harmless to a PC in any kind of armor, but dangerous to wildlife with prolonged exposure.

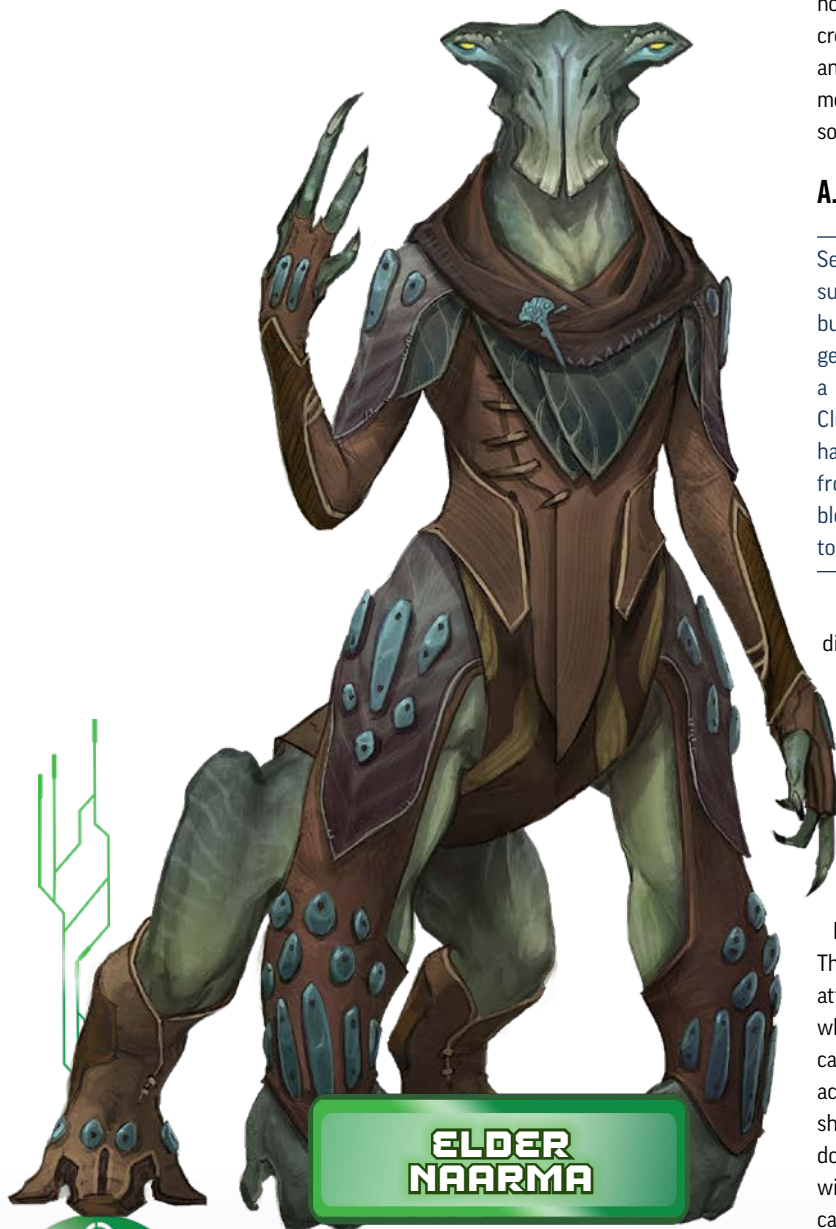
Unfortunately, the abandoned izalguun hamlet became home for a family of grazing herbivores called ovibovos. These creatures resemble massive musk oxen with blunt, stubby horns and bodies covered by long hair, causing them to resemble giant mop heads. The radiation wasted away most of the ovibovos, but some became horribly mutated instead.

A. MUTANT MEGAFUNA (CR 7 OR CR 9)

Several dirt paths lead through the budding undergrowth surrounding this dilapidated village. The roads and empty building frames converge at a towering ziggurat, its basic geometry enhanced by its tarnished metallic composition: a simple structure made from advanced materials long ago. Clumps of long brown hair lie scattered about the area, haphazardly tangled into matted carpets or hanging in bundles from the walls of the crumbling houses. Some hair is dark with blood, some is mottled with rotting flesh, and some still clings to several gigantic bovine corpses strewn about the settlement.

The ovibovos whose corpses are scattered around the hamlet died from radiation poisoning. The 50-foot tall ziggurat is the tip of the buried izalguun vessel, its porthole at the top presently covered. Each set of stairs is difficult terrain and ascends 10 feet per 5-foot square. Each crumbled building surrounding the ziggurat stands 15 feet tall, and none of the buildings have surviving roofs.

Creatures: The remaining ovibovos inhabit the territory at the base of the ziggurat, painfully mutated by the radiation such that they spontaneously shed clumps of their hair—as well as autonomous tumors—from their polluted flesh. The ovibovos are distressed and irate. Their first instinct is to attack interlopers, but they are not inherently aggressive. A PC who succeeds at a DC 26 Survival check as a standard action can calm an ovibovo for 1d3 rounds, during which time its only action is to use its teratocarcinoma ability; when it can no longer shed any more tumors, a placated ovibovo becomes permanently docile. PCs who can communicate with animals, such as via the wildwise augmentation, can use Diplomacy instead of Survival to calm an ovibovo.



**ELDER
NAARMA**



A. MUTANT MEGAFaUNA



PCS START HERE

M2

M1

M = MUTATED OVIBOVO
1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: LOST CITY



SCALING ENCOUNTER A

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

Both Subtiers: The radiation poisoning has taken its toll on the beasts: reduce each ovibovo's EAC, KAC, skills, saves, attack modifiers, damage modifiers, and save DCs by 1, and reduce its HP by 15.

Hazard: The area has modified low radiation, as described on page 6. Additionally, the rotting ovibovo carcasses fill the air with a palpable stench; any creature with a sense of smell and no environmental protections must succeed at a DC 15 Fortitude save when they enter the area or be sickened for 1d4 minutes. PCs with blindsense (scent) must attempt this save even with environmental protections active.

SUBTIER 5-6 (CR 7)

MUTATED OVIBOVO CR 7

N Huge animal

Init +2; **Senses** low-light vision, scent; **Perception** +14

DEFENSE HP 105 RP 4

EAC 19; **KAC** 21

Fort +11; **Ref** +11; **Will** +6; +4 vs. radiation

Immunities low radiation; **Resistances** cold 5

OFFENSE

Speed 30 ft.

Melee hoof +17 (2d6+12 B; critical knockdown)

Ranged acidic pus squirt +14 (2d6+7 A; critical sicken [DC 15])

Space 15 ft.; **Reach** 10 ft.

Offensive Abilities teratocarcinoma, trample (2d6+12 B, DC 15)

TACTICS

During Combat A mutated ovibovo tramples into groups of foes, but otherwise it attacks the closest targets as best it can. If calmed using a successful Survival check, it remains stationary but uses its teratocarcinoma ability.

Morale The ovibovo fights until slain or calmed.

STATISTICS

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

Skills Athletics +19, Survival +14

SPECIAL ABILITIES

Acidic Pus Squirt (Ex) A mutated ovibovo's ranged attack has a range increment of 30 feet.

Teratocarcinoma (Ex) A mutated ovibovo's cancerous tumors can slough off its skin and become ambulatory. As a move action, a mutated ovibovo can spend 1 Resolve Point and lose 20 Hit Points to spawn an ovibovo tumor in an adjacent

square. A mutated ovibovo can use this ability as a reaction with no Hit Point cost if it takes more than 20 points of kinetic damage in a single round. A mutated ovibovo can use this ability only if it has 40 or more Hit Points.

OVIBOVO TUMOR CR -

N Small vermin

Init +2; **Senses** blindsight (vibration) 60 ft.; **Perception** +12

DEFENSE HP 25 EACH

EAC 13; **KAC** 15

Fort +6; **Ref** +4; **Will** +1; +4 vs. radiation

Immunities low radiation

OFFENSE

Speed 30 ft.

Melee attach +10 or

bite +10 (1d6+6 P; critical sicken [DC 11])

TACTICS

During Combat An ovibovo tumor approaches the nearest target and attaches to it, biting it until it dies.

Morale Each tumor fights until destroyed.

STATISTICS

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

Skills Athletics +7, Survival +7

Other Abilities mindless

SUBTIER 7-8 (CR 9)

MUTATED OVIBOVOS (2) CR 7

HP 105 (as Subtier 5-6)

Development: Once the PCs overcome the ovibovos, they can easily scale the ziggurat to the porthole. The porthole's door is slightly ajar and bears signs of being opened recently, including scratches in the metal and areas that have been wiped clean.

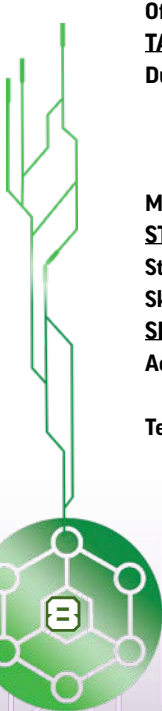
Treasure: The sloughed, cancerous hair and skin of the mutated ovibovos are tough yet malleable. If a PC succeeds at both an Engineering and a Life Science check (DC 20 for both skills [DC 22 in Subtier 7-8]), they can rapidly work the materials into a suit of armor that functions as mature defrex hide (*Starfinder Alien Archive* 3 13). This process takes 1 hour per suit unless the PC has an engineering specialty kit for armorcrafting, which halves the time. In Subtier 7-8, this armor includes a mk 1 dermal plating augmentation in one of its upgrade slots. Gathering a sufficient amount of usable hair and hide requires the PCs to defeat or otherwise neutralize at least one living ovibovo so they can harvest fresh materials from it; the rest can be harvested from the surrounding carcasses. There are enough materials to craft six of these suits of armor.

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

Subtier 5-6: Reduce each PC's credits earned by 900 credits.

Out of Subtier: Reduce each PC's credits earned by 1,051 credits.

Subtier 7-8: Reduce each PC's credits earned by 1,202 credits.



IZALGUUN CARRIER, UPPER LEVEL

Through the porthole, the PCs find metal rungs of a ladder descending into the starship. The ladder ends in an empty corridor, dusty from centuries of neglect yet still noticeably intact. Backup lights embedded in the ceilings illuminate the hallways, which are regularly spaced with directional placards written in Izalguun (easily decipherable using Naarma's panel). The signs direct the PCs to a variety of different areas, including rec rooms filled with exercise and leisure equipment suited for Large creatures with four arms, childcare centers filled with worn plush izalguun dolls the size of halflings, "nature experience chambers" with artificial plant habitats that have since become completely overgrown in their abandonment, and space observatories that now reveal only Izalraan's packed earth above. A labyrinth of angular passages connects these various rooms.

Obvious directions lead to the power core, but a short distance down each direct path, the tunnel reaches a dramatic dead end. At each dead end, the floor of the ship is torn away in jagged strips. The electrical work in the ceiling dangles down in a dangerous net of live wires, and piles of assorted junk are stacked within the wreckage to render it highly hazardous and essentially impassible. A creature can attempt to traverse the destruction, but its movement is reduced to five feet per round, and every five feet of movement through the hazardous terrain automatically inflicts in 6d8 electricity and slashing damage (Reflex DC 16 half) plus 1d8 bleed damage. From their vantage point, the PCs can see at least fifty straight feet of hazardous terrain ahead; the full distance is about eighty feet.

PCs who creatively or stubbornly work past this threat can proceed directly to Encounter **C**, but for most groups this obstacle should prove insurmountable. A PC who succeeds at a DC 20 Engineering check (DC 22 in Subtier 7-8) recognizes that this damage is deliberate, and clearing it would probably take days. A PC who succeeds at a DC 28 Perception check uncovers electrical burns on the warped metal that resemble a triangle inside of a circle. This is the holy symbol of Kadrical, god of the Scoured Stars. The burned symbol is recognizable to any PC who succeeds at a DC 10 Mysticism check or who has encountered Kadrical's worshippers in past adventures.

With the direct paths to the power core blocked, any PC with ranks in Computers, Engineering, or Piloting knows that the next best option is to go to the bridge to try and find an alternate route in the ship's database.

Hazard: Standard low radiation floods all the rooms and halls in this level of the starship. Unless otherwise noted, all hallways in the carrier are 10 feet wide with 15-foot high ceilings and illuminated with normal light.

B. BRIDGE

The winding path to the bridge takes 1d6+5 minutes, depending upon which path the PCs take, and the halls to the bridge are unobstructed until the immediate perimeter (see area **B1**). As the PCs approach the bridge, read or paraphrase the following.

The gentle hum of ambient electronics pervades the stale air in this wide hallway. Fluorescent lights shine out from several glass walls that overlook a central chamber, a stark contrast to the gloom of the ship's other passages. Red letters emblazoned on the walls beside the windows read "Bridge: Authorized Personnel Only" in a variety of cycling languages.

B1. BRIDGE PERIMETER (CR 7 OR CR 9)

Any PC approaching this area can attempt a DC 16 Perception check to hear the metallic steps of the bridge defense robots making their rounds through the bridge perimeter. The PCs can attempt to bypass the robots or attack them with surprise by using Stealth against the robots' Perception DCs. The doors to the bridge are locked, but a PC can open them with a successful DC 21 Computers or Engineering check (DC 23 in Subtier 7-8). Alternatively, the PCs can shatter the transparent aluminum windows (break DC 30, hardness 10, 30 hit points), although doing so automatically alerts the robots of violent intruders and provokes a hostile response. Laser weapons can fire through the windows undisrupted.

Creatures: A pair of izalguun-shaped bridge defense robots perpetually patrol this area in a counterclockwise pattern, charged with protecting the bridge from hijackers. Their feet are set with charging receptors that draw power from the surrounding floors, walls, and ceiling, so the robots never have to be manually recharged or powered up. Each robot can scan all creatures in a 60-foot cone as a swift action. Their starting locations, as marked in the map on page 10, are far enough from the entrance that they do not immediately detect the PCs. If a robot detects izalguun creatures, it blocks the hall and recites an automated response in Izalguun: "Please forward all communications for the captain or navigation staff through the proper channels and meet at your designated place and time. Unauthorized individuals are not permitted to enter the bridge." It only attacks izalguun PCs if they attack it first. If it detects non-izalguun creatures, it attacks them immediately, alerting its counterpart of the threat via a shared wireless network. Both robots begin the encounter in their quadruped posture in the locations marked on the map, shifting to biped posture as they close into melee.

SUBTIER 5-6 (CR 7)

BRIDGE DEFENSE ROBOTS (2) CR 5

N Large construct (technological)

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +11
DEFENSE HP 60 EACH

EAC 17; **KAC** 19

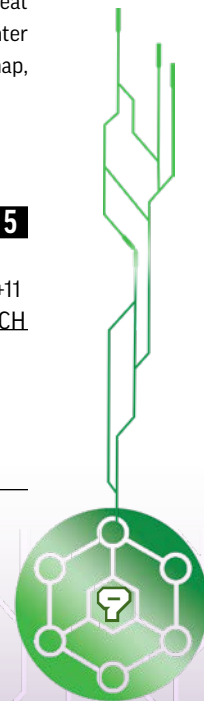
Fort +5; **Ref** +5; **Will** +2

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

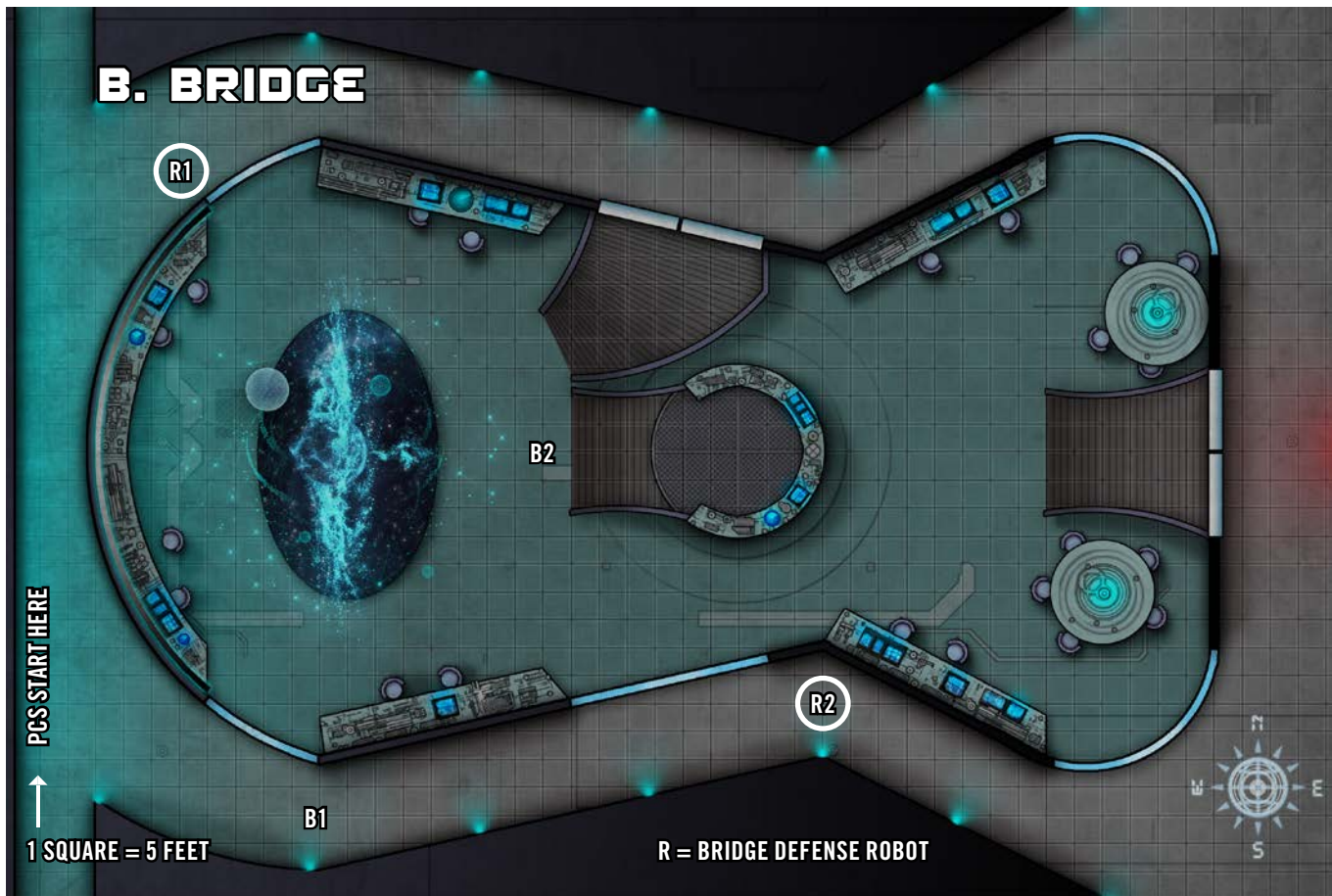
Weaknesses vulnerable to critical hits

OFFENSE

Speed 50 ft., climb 30 ft.



B. BRIDGE



SCALING ENCOUNTER B1

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

Both Subtiers: The years haven't been kind to the robots: reduce each robot's EAC, KAC, skills, saves, attack modifiers, and damage modifiers by 1, and reduce its HP by 15 (20 in Subtier 7-8).

Melee slam +15 (1d6+10 B)

Ranged integrated azimuth laser rifle +12 (1d8+5 F; critical 1d6 burn)

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

TACTICS

During Combat Each robot moves and attacks with its laser until it can close into melee, then it assumes its biped posture and makes full attacks with its slams.

Morale The robots fight until destroyed.

STATISTICS

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

Skills Athletics +16, Computers +11

Languages Izalguun

Other Abilities posture (currently quadruped), unliving

Gear integrated azimuth laser rifle with 2 batteries (20 charges each)

SPECIAL ABILITIES

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

Posture (Ex) A bridge defense robot can switch between biped and quadruped postures as a move action. The stats presented in this stat block represent its quadruped posture. In biped posture, the robot loses its climb speed as well as 20 feet of its base speed, but gains 10-foot reach and only takes a -3 penalty to each melee attack roll during a full attack instead of the normal -4 penalty.

SUBTIER 7-8 (CR 9)

BRIDGE DEFENSE ROBOTS (2)

CR 7

N Large construct (technological)

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

Perception +14

DEFENSE

HP 90 EACH

EAC 19; **KAC** 21

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

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

Weaknesses vulnerable to critical hits

OFFENSE

Speed 50 ft., climb 30 ft.

Melee slam +18 (2d6+12 B)

Multiattack 4 slams +13 (1d6+12 B)

Ranged integrated corona laser rifle +15 (2d6+7 F; critical 1d6 burn)

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

TACTICS

During Combat Each robot moves and attacks with its laser until it can close into melee, then it assumes its biped posture and makes full attacks with its slams.

Morale The robots fight until destroyed.

STATISTICS

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

Skills Athletics +19, Computers +14

Languages Izalguun

Other Abilities posture (currently quadruped), unliving

Gear integrated corona laser rifle with 1 high-capacity battery (40 charges)

SPECIAL ABILITIES

Integrated Weapons (Ex) See Subtier 5–6.

Posture (Ex) A bridge defense robot can switch between biped and quadruped postures as a move action. The stats presented in this stat block represent its quadruped posture. In biped posture, the robot loses its climb speed as well as 20 feet of its base speed, but gains 10-foot reach and can use the multiattack ability to make four slam attacks at a -5 penalty each.

Development: If one or more PCs successfully bypass the robots with a successful Stealth check, they may continue using the same Stealth result as they navigate the bridge until something happens that triggers the robot's security protocols (see area **B2** for possible triggers). In this case, the robots attack the PCs inside the bridge, starting with their lasers from the outside as they gradually approach to fight in melee. When the security protocols are active, the robots gain a +5 bonus to their Perception checks to spot hiding creatures.

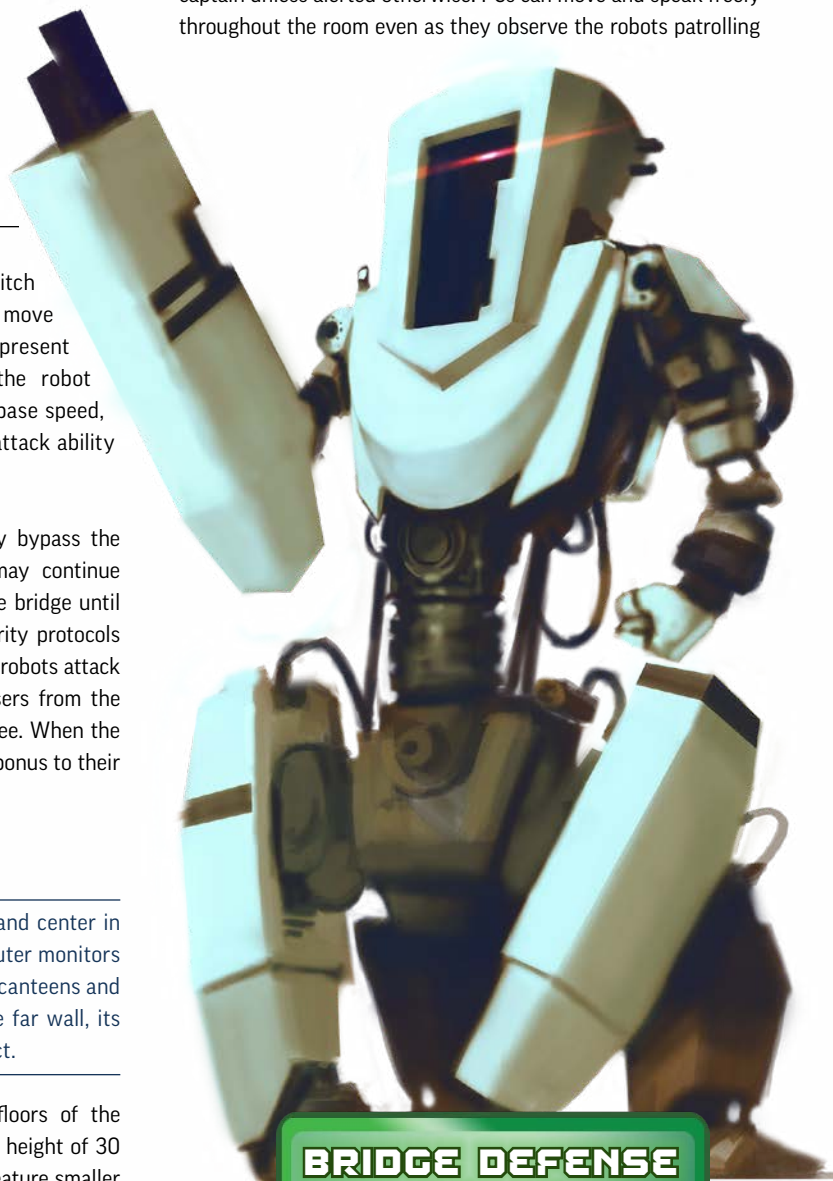
B2. BRIDGE MAINFRAME

Fluorescent ceiling lamps bathe this large command center in pale, dry light. The giant desks, tables, and computer monitors stand slightly cluttered with personal effects like canteens and digital notepads. A massive vidscreen covers the far wall, its long-dormant projectors dark but still visibly intact.

The room is about 15 feet lower than the floors of the surrounding halls, with the ceiling here rising to a height of 30 feet. The stairs count as difficult terrain for any creature smaller than Large. Tables and desks can be used for cover against ranged attacks by Medium or smaller creatures. Izalguuns normally

stand while working, so chairs remain scarce. The room's center features a high-tech pilot's command platform that rises 10 feet above the surrounding floor, and provides cover from all sides, obstructed by a terminal for a single Large or smaller creature standing in its center. A giant holoprojector is set in the floor between the platform and the vidscreen on the western wall. When the PCs enter the room, the projector activates, displaying a default image a trinary star system, the Scoured Stars system. Any PC who played *Starfinder Society #1–99: The Scoured Stars Invasion* recognizes the Scoured Stars, as does any PC who succeeds at a DC 20 Culture check.

Although the room is well lit, the robots outside assume that any activity within the bridge is sanctioned by the ship's captain unless alerted otherwise. PCs can move and speak freely throughout the room even as they observe the robots patrolling



**BRIDGE DEFENSE
ROBOT**



outside the windows. Attacking the robots still triggers their security protocols. All the machines in the bridge are designed for Large creatures with four arms, meaning any PC attempting to interact with them using skill checks take a -1 penalty for each of these characteristics they don't have.

Computer: Booting up the computer mainframe requires no special actions, but while the desktop monitors display standard work screens with Izalguun apps and operating code, the large vidscreen displays the live image of an androgynous izalguun against a pale-blue backdrop. The izalguun image observes the closest PC for a moment, then morphs its form to emulate an androgynous version of that PC's race. It introduces itself in Izalguun until a PC speaks to it in a different language, at which point it speaks fluently in that language instead.

The shape-shifting image is the visual depiction of A-1, the izalguuns' master AI from their home planet, whose personality inhabits the carrier's computer network. Any PC who played *Starfinder Society #1-99: The Scoured Stars Invasion* recognizes the soft-spoken AI if their mission took them to Callion-2, where they might have had to fend off some of its robots charged with defending the izalguuns' ancestral megacity. This ship's iteration of A-1 has no recollection of such PCs, since it has long been disconnected from the A-1 that oversees Callion-2.

A-1 takes interest in the PCs, notably non-izalguun PCs, which are totally foreign to it. It probes the PCs for information about their species, their presence on the ship, the fate of the izalguun passengers, and the status of the Scoured Stars (which it refers to as "Kadrical's Cage"), all while answering the PCs' questions in vague terms until it can determine that they have the izalguun people's best interests at heart. The following section represents the three ways A-1 steers the conversation and how PCs can leverage the dialogue to learn about the ship and its former pilots.

All skills in this encounter have a DC 22 in Subtier 5-6 or a DC 25 in Subtier 7-8 unless otherwise stated. Each PC can attempt one skill check for each of the three topics of conversation listed below, including attempts to aid another; A-1 is intelligent but still has machine-like rigidity, so first impressions stick with it indefinitely. The PCs' successes with different skills dictate how helpful A-1 is with their mission (see Development below).

New Species: A-1 inquires about the PCs' races, origins, and histories. PCs can pique the AI's interest with a successful Bluff, Life Science, or Charisma-based Profession check, gaining a +2 bonus for inspired roleplaying or leveraging content from their individual backstories. Succeeding with one skill convinces A-1 that the PCs are not hostile, while succeeding at two different skill checks prompts it to detail how the izalguuns largely stayed on Callion-2 back in Kadrical's Cage, fighting off the occasional jinsul crusader ship but otherwise mostly using their military to keep the peace among their own people, who chafed under Kadrical's oppression and frequently lashed out at each other out of frustration. Many izalguun leaders condemned these insurgents' acts of domestic violence, lamenting how their advanced technology afforded the terrorists the power to cause

massive harm to civilians.

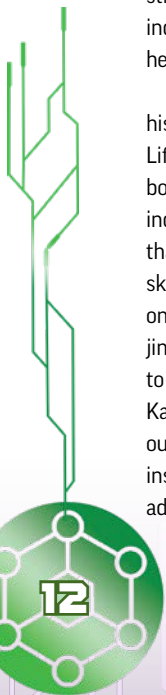
Recent History: A-1 asks about Kadrical's Cage, the vanished deity and his divine heralds, and where the izalguuns ultimately landed. PCs can give succinct, accurate summaries with a successful Culture, Diplomacy, or Physical Science check. The PCs take a -2 penalty to these checks if they address how the izalguuns have abandoned almost all their impressive technology (which A-1 finds implausible), unless they provide evidence of the lifestyle change, such as video of modern izalguuns or testimony from an izalguun NPC, in which case the penalty is replaced by a +2 bonus. Succeeding with one skill convinces A-1 that the PCs are well-informed, while succeeding with two different skill checks prompts A-1 to describe the religious, cultural, and ethical debates among izalguun leadership while they flew on their uncharted course away from home, including how an initially unpopular idea of "wiping the technological slate clean" once they found a new planet had been gaining traction over time.

Technological Status: A-1 probes the PCs about what they know of the izalguun starship and the other izalguun technology. PCs can provide comprehensive analytics with a successful Computers, Engineering, or Piloting check, gaining a +2 bonus by describing their firsthand experiences with izalguun technology from their past adventures, such as from *Starfinder Society #1-17: Reclaiming the Time-Lost Tear*. Succeeding with one skill persuades A-1 to respect the PCs' appreciation for izalguun technology, while succeeding at two different skill checks coaxes the AI to describe several repositories for unwanted devices that the izalguun leaders constructed as they were establishing their new home on Izalraan. The PCs can recognize one of these as the repository from which the Society recovered the *Tear* that led to their second expedition to the Scoured Stars (detailed in *Starfinder Society #1-17: Reclaiming the Time-Lost Tear*), but the others are unknown even to Naarma, including one repository on a lonely asteroid clinging to the outermost orbit of Izalraan's sun, and another near the core of an adjacent planet with no atmosphere.

Development: The PCs' success interacting with A-1 determines how helpful it is with their ongoing mission. Reduce the number of successes needed for each outcome by 1 for a group of 5 players, or by 2 for a group of 4 players.

0-2 Successes: A-1 sees the PCs as dangerous interlopers, and attempts to force them off the starship. It triggers the security protocols of the bridge defense robots from **B1** (if they are still functional), and attempts to sabotage the PCs' armor protections (see Hazard, page 13). The PCs must override its actions with a successful Computers or Intimidate check in order to manually find the path to the power core; they may attempt these checks multiple times, but each attempt gives A-1 another round to tamper with their environmental protections. A successful check stops the hazard, but doesn't undo any damage it did while active.

3-4 Successes: A-1 is curious about the PCs, but doesn't entirely trust them. It provides an alternate route to the power core without resistance, but otherwise does not aid the PCs



with their mission. Prior to doing so, it warns the PCs that the robots outside run on their own independent AI, and will react to entering the ship's power core as a security breach, immediately triggering their security protocols. This gives the PCs time and opportunity to prepare for the oncoming conflict.

5–7 Successes: A-1 sees the PCs as friends of the izarluuns. It provides an alternate route to the power core with the same warning and results as with 3–4 successes, but following the fight with the robots it also runs diagnostics on the ship's interior, warning the PCs that even this alternate route appears to be rigged with some kind of trap laid by previous intruders (it was offline during the first breach, so it has no surveillance footage of the break-in). It also points out the hidden compartment where the pilots previously stored some of their gear (see *Treasure* below).

8–9 Successes: A-1 views the PCs as valuable allies of the izarluuns. It provides all the benefits of 5–7 successes, but additionally begins warming up the ship's internal nuclear containment protocols. This grants the PCs a +4 bonus on saves against non-magical radiation as long as they remain in the izarluun carrier, which stacks with bonuses provided by armor or radiation buffers. If this bonus means a PC's Fortitude save modifier is higher than the DC of the radiation, then that PC is immune to that level of radiation.

Hazard: If A-1 becomes hostile to the PCs, each round on initiative count 10 it remotely tries to interfere with the PCs' armor protections. A-1 randomly selects a PC in the bridge and attempts a Computers check to hack their armor (DC 13 + 4 × half the armor's item level) using a +16 modifier (+19 in Subtier 7–8). If it succeeds at this check, that suit of armor no longer provides any circumstance bonus to saving throws against radiation levels that it doesn't already protect against while onboard the izarluun carrier. If A-1 successfully hacks a suit of armor already affected by this hazard, it instead shuts off the armor's environmental protections, exposing that PC to the effects of the surrounding low radiation until they use a move action to reset the protection.

Treasure: The main computer terminal beneath A-1's vidscreen conceals a secret compartment, which the PCs can locate with a successful DC 26 Perception check (DC 28 in Subtier 7–8). Inside is an orange case made from hard plastic with the text "In case of fallout" written in Izalguun on its central white label. Inside are rows of syringes, with six containing green fluid, six containing white gel, and six containing gray powder. Each green syringe functions as a dose of tier 2 antitoxin that also protects against radiation poisoning, while each white and gray syringe is a white or gray nanite hypopen (*Starfinder Armory* 106), respectively. In Subtier 7–8, the case also holds six *mk 3 serums of healing* and six doses of tier 2 antiemetic (*Starfinder Armory* 132).

Rewards: If the PCs fail to earn at least 3 or more successes when interacting with A-1, reduce each PC's credits earned by the following amount.

Subtier 5–6: Reduce each PC's credits earned 1,580 credits.

Out of Subtier: Reduce each PC's credits earned by 1,942 credits.

Subtier 7–8: Reduce each PC's credits earned by 2,303 credits.

C. POWER CORE

The journey to the power core via the alternate route provided by A-1 takes one hour, winding through back corridors and emergency access tunnels that were clearly only ever meant to be seen by the ship's engineers. As the PCs descend deeper into the starship, the radiation level gradually increases to medium, rendering PCs without armor with an item level of 7 or higher vulnerable after 30 minutes of travel. By succeeding on a DC 20 Engineering check, a PC can cannibalize some of the radiation-resistant materials synthesized into the surrounding ship frame to help patch unprotected PCs' armor, allowing them to only have to save against the medium radiation once every hour instead of once every 30 minutes until they take any energy or kinetic damage.

C1. TRAPPED PASSAGE (CR 6 OR CR 8)

Although they left this path open for their own access, the jinsul boarders didn't leave it totally unprotected. Roughly 300 feet from the power core, the jinsuls installed an improvised bomb, hidden within the ship's pipework and rigged to explode when triggered by a tripwire. PCs who received a tip about the bomb from A-1 receive a +2 bonus on Perception checks to spot the tripwire; PCs who have the First Skirmish boon slotted instinctively recognize the jinsul craftsmanship despite the izarluun technology, receiving a +4 bonus on Perception checks to notice the bomb, Engineering checks to disarm it, and Reflex saves should it detonate. As they approach this area, the PCs also notice that the floors and walls have evenly-sized scratches in the metal; those who succeed on a DC 20 Culture check recognize these blemishes as telltale signs of jinsul leg blades damaging the surrounding environment as they scurry and scramble through an enclosed space.

Hazards: Like the rest of this level, this area is filled with medium radiation until the power core in area **C3** is contained.

Trap: The jinsuls' bomb gets triggered by the first non-flying creature to cross the tripwire's squares (marked with dotted lines on the map), or by a PC who fails an Engineering check to disarm the tripwire by 5 or more. Triggering the bomb automatically alerts all jinsuls of the PCs' presence.

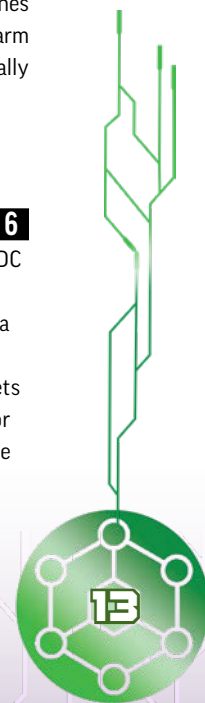
SUBTIER 5–6 (CR 6)

EXPLODING SHRAPNEL TRAP **CR 6**

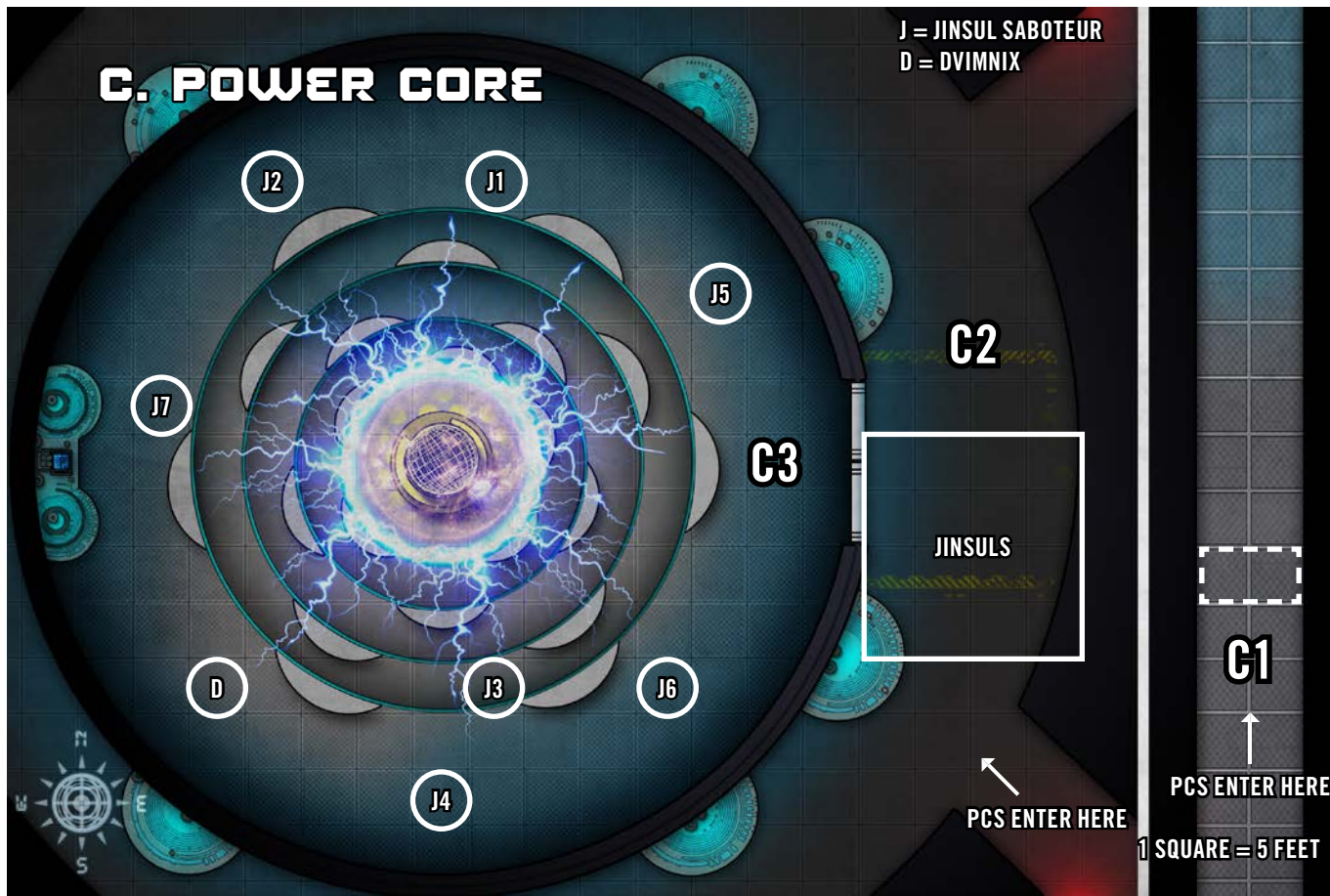
Type technological; **Perception** DC 29; **Disable** Engineering DC 24 (disarm tripwire)

Trigger tripwire; **Reset** none; **Bypass** clear the tripwire with a successful DC 24 Athletics or Acrobatics check

Effect explosion (6d12 F+P); Reflex DC 16 half; multiple targets (all targets within 20-ft. radius); PCs who either take 30 or more damage from the trap or fail their saves by 5 or more take the effects of the wound critical effect (DC 16).



STARFINDER SOCIETY SCENARIO



SUBTIER 7-8 (CR 8)

EXPLODING SHRAPNEL TRAP **CR 8**

Type technological; **Perception** DC 32; **Disable** Engineering DC 27 (disarm tripwire)

Trigger tripwire; **Reset** none; **Bypass** clear the tripwire with a successful DC 27 Athletics or Acrobatics check

Effect explosion (8d12 F+P); Reflex DC 18 half; multiple targets (all targets within 20-ft. radius); PCs who either take 30 or more damage from the trap or fail their saves by 5 or more take the effects of the wound critical effect (DC 18).

Development: Unlike their mutilation of the main paths to the power core, the jinsuls made no effort to conceal their involvement with this trap. PCs who spot the trap or succeed at a DC 20 Perception check following its activation see that the detonation mechanism is scrawled with writings in Jinsul that read: “Death to those who betrayed Kadrical. The treacherous izarguuns will know Dhurus’s vengeance as their own ships poison their stolen planet. No Pact Worlds vermin can save you here.”

If there are jinsuls in area **C2**, the trap’s activation prompts them to shriek at the PCs to try to goad them into approaching while still wounded. If the PCs don’t take the bait, the jinsuls pursue them and harass them from a distance using their ranged weapons. If the PCs confront the jinsuls, use the hallway depicting the trapped corridor on the map for the encounter.

C2. POWER CORE ANTECHAMBER (CR 5 OR CR 7)

Cylindrical protrusions extend out from the thick metal walls of the giant apparatus contained within this chamber. A dense porthole stands on the near side of the central mechanism, granting access to its interior. The battered remains of a machine interface stand embedded in the wall beside the porthole. Regularly-spaced yellow warning lights on the perimeter walls fade on and off, illuminating screens set beneath them that display digital script.

The walls of the antechamber stand 10 feet away from the power core itself, with the dome-like apparatus rising to a peak height of 50 feet.

The digital script on the screen reads in Izalguun: “Leak detected. Initiate containment protocols immediately. Proceed with extreme caution.” PCs who read the screens notice that the containment protocol manual instructions and computer code are readily available there; if they can access the power core’s interior computer, any PC with ranks in Computers or Engineering can initiate the protocol using two full actions without a check. Opening the porthole into the power core requires a successful DC 10 Strength check as a full action. The battered terminal allowed safe outside access to the power core’s automated maintenance systems, which is why the jinsuls destroyed it once they successfully created the radiation leak.

Creatures: A small contingency group of jinsuls defends this outer room. They have similar armor modifications that the PCs could feasibly create from poaching the ship's interior resources, affording them immunity to medium radiation until they take any energy or kinetic damage. They spring into action once the PCs reveal themselves, either via the explosive in area **C1** or by entering this area.

The jinsuls recognize any PCs with the First Skirmish boon slotted and take a -2 penalty on attack rolls, skill checks, and saving throws against those specific PCs, doubling the penalty for fear effects.

SUBTIER 5-6 (CR 5)

JINSUL WARRIORS (4) CR 1

HP 20 (*Starfinder Alien Archive 3 60*, see page 19)

SUBTIER 7-8 (CR 7)

JINSUL BASE COMMANDER CR 5

HP 60 (*Starfinder Alien Archive 3 60*, see page 19)

JINSUL WARRIORS (4) CR 1

HP 20 (*Starfinder Alien Archive 3 60*, see page 19)

Hazard: Like the rest of this level, this area is filled with medium radiation until the power core in area **C3** is contained.

C3. POWER CORE (CR 8 OR CR 10)

The air inside this domed chamber ripples with waves of energy, emanating from a 30-foot long column of brightly glowing golden metal. A platinum rod penetrates this pulsing core along its length and suspends it above the ground like a vertical skewer. A series of thick, 10-foot-wide metal panels shaped like rose petals with hexagonal, energy-trapping plates encircle the core along four concentric tracks, clearly designed to interlock around the volatile core but now pried back to deflect radiation toward the porthole entrance. A heavily reinforced machine terminal stands on the opposite side from the porthole, its screen flashing red with IZalguun symbols overlapping lines of code that rapidly rerun their unknown sequences.

This whole room was built expressly to contain and harness the power of the ship's energy source: a giant chunk of radioactive material. When working properly, the petal-like panels safely enclose the nuclear core and convert its radiation into electricity. The power core has a varied network of

OPTIONAL ENCOUNTER

The jinsuls in area **C2** are an optional encounter. If fewer than 75 minutes remain to complete the scenario, then the jinsuls' armor modifications failed them and they were killed by the radiation. There are no four-player adjustments provided for this encounter, since PCs of this level should have little difficulty dispatching even a large group of low-level jinsuls.

automated safety measures and containment protocols, but the persistent work of the jinsuls finally allowed them to unleash the radiation and spill it into the surrounding environment. Since then, they have been keeping the leak as active as possible while limiting the loss of jinsul life. The symbols on the screen represent

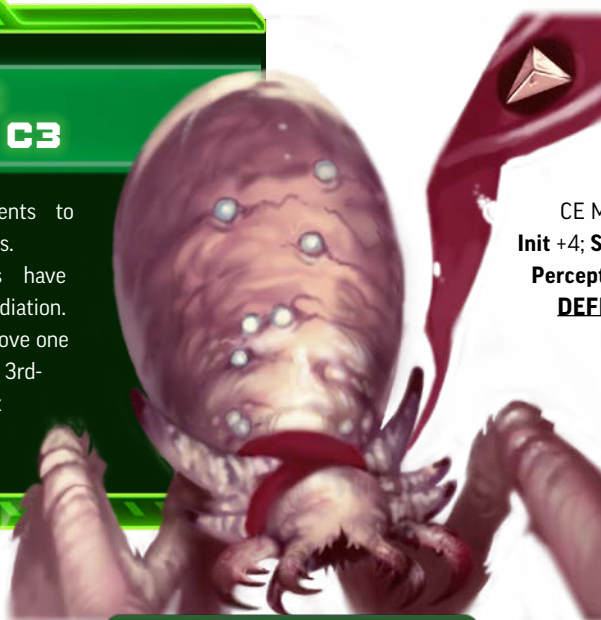


JINSUL WARRIOR

SCALING ENCOUNTER C3

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

Both Subtiers: The jinsuls have succumbed somewhat to the radiation. Remove one jinsul saboteur, remove one third each of Dvimnix's 2nd- and 3rd-level spell slots, and give Dvimnix the sickened condition.



DVIMNIX

the izalguun identification for the presence of radiation.

Each panel stands about 40 feet high, just shy of the room's 50-foot domed ceiling, and curve inward toward the core to facilitate layered interconnection during proper containment. The computer on the northwest wall has been manually locked out of its automatic containment protocols, but any PC with ranks in Computers or Engineering can reactivate the system with two consecutive full actions. Doing so starts the containment process, where the panels become evenly spaced over 1 round, then contract to enclose the core over a second round, ultimately forming a sealed obstacle in the room's center about 25 feet in diameter.

Alternatively, a creature with ranks in Computers or Engineering can use the terminal to reconfigure the panels along their respective tracks however they please as a standard action; the panels do not move with enough force to cause harm, but they do provide cover or total cover as well as protection from the radiation (see Hazard on page 18).

Creatures: A team of jinsuls, better equipped to handle the radiation, work to maintain the leak from within the power core. A disgraced hierarch and priest of Kadrical named Dvimnix leads the operation, relishing in the radiation fallout as "Dhurus's divine justice." Given the trapped hallway and the jinsul guards in **C2**, these jinsuls likely anticipate the PCs' arrival. The jinsul saboteurs use their pistols to shield Dvimnix and push the PCs out from behind the panels into the radiation, switching to standard harrying and covering fire if the PCs prove difficult to move. One saboteur remains stationed at the computer, manipulating the panels to best shield the jinsuls and expose the PCs. The jinsuls other than Dvimnix recognize any PCs with the First Skirmish boon slotted and take the same penalties as those in **C2**.

SUBTIER 5-6 (CR 8)

DVIMNIX CR 7

Female jinsul mystic
(*Starfinder Alien Archive* 3 60)

CE Medium monstrous humanoid

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

Perception +19

DEFENSE **HP** 90

EAC 18; **KAC** 19

Fort +6; **Ref** +8; **Will** +12; +4 vs. fear, +8 vs. radiation

Defensive Abilities starlight form (DC 17), unflankable, unshakeable belief; **DR** 5/-; **Resistances** fire 6

OFFENSE

Speed 40 ft.

Melee *staff of nuclear vengeance* +12 (2d6+7 B+F;

critical irradiate) or

leg blade +12 (1d8+7 S; critical bleed 1d8)

Ranged *staff of nuclear vengeance* +14 (2d4+7 F; critical irradiate)

Mystic Spell-Like Abilities (CL 7th)

At will—*mindlink*

Mystic Spells Known (CL 7th; ranged +14)

3rd (3/day)—*irradiate* (DC 20), *slow* (DC 20)

2nd (6/day)—*hurl forcedisk*, *mind thrust* (DC 19), see *invisibility*, *spider climb*

1st (at will)—*mystic cure*, shooting stars (as *magic missile*)

TACTICS

Before Combat Dvimnix activates her starlight form. If time allows, she also casts *spider climb* on herself.

During Combat Dvimnix opens with boosted *irradiate* and *slow*, hoping to badly impair the PCs. She then darts around the area harrying the PCs with *hurl forcedisk* and *mind thrust*, including her spell gems. She prefers to keep her distance, although she uses her staff if confronted in melee.

Morale Dvimnix fights until slain.

STATISTICS

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

Skills Acrobatics +14, Mysticism +19, Piloting +19, Sense Motive +14

Languages Izalguun, Jinsul

Other Abilities *mindlink*, powerful leap, stargazer, walk the void

Gear *vesk brigandine III*^{AR} (deflective reinforcement, radiation buffer), *staff of nuclear vengeance* with one high-capacity battery (40 charges), *mk 2 planar runeplates*^{AR} (Kadrical [Lawful Neutral]), *spell gems of mind thrust* (3rd; 2);

Augmentations *mk 3 resistant hide*^{AR}

SPECIAL ABILITIES

Powerful Leap (Ex) When attempting an Athletics check to jump, a jinsul is always considered to have taken a running start.

Unshakeable Belief (Ex) Whenever Dvimnix is the target of a trick attack, she can attempt a Bluff or Sense Motive check in response. If her result equals or exceeds that of the trick attack skill check, the trick attack is unsuccessful. If her check exceeds the trick attack check by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

JINSUL SABOTEURS (4)

CR 1

Variant jinsul warriors (see page 19)

HP 20 each

EAC 16; KAC 18

Fort +3; Ref +5; Will +3; +4 vs. fear, +8 vs. radiation

Ranged vector graviton pistol +9 (gravitation 15 ft.; critical knockdown) or sentry shield projector +9 (shield 1d4)

Gear estex suit III (radiation buffer), sentry shield projector^{AR} with one battery (20 charges), vector graviton pistol^{AR} with one battery (20 charges)

SUBTIER 7–8 (CR 10)

DVIMNIX

CR 9

Female jinsul mystic (*Starfinder Alien Archive* 360)

CE Medium monstrous humanoid

Init +4; Senses darkvision 60 ft.; Perception +22

DEFENSE HP 120

EAC 21; KAC 22

Fort +8; Ref +10; Will +14; +4 vs. fear, +8 vs. radiation

Defensive Abilities starlight form (DC 18), unflankable, unshakeable belief; DR 5/–; Resistances fire 6

OFFENSE

Speed 40 ft., fly 60 ft. (average)

Melee *staff of nuclear vengeance* +16 (2d6+9 B+F; critical irradiate) or leg blade +16 (2d6+9 S; critical bleed 1d8)

Ranged *staff of nuclear vengeance* +18 (2d4+9 F; critical irradiate)

Mystic Spell-Like Abilities (CL 9th)

At will—*mindlink*

Mystic Spells Known (CL 9th; ranged +18)

3rd (3/day)—*irradiate* (DC 20), *slow* (DC 20)

2nd (6/day)—*hurl forcedisk*, *mind thrust* (DC 19), see *invisibility*, *shield other*

1st (at will)—*mystic cure*, shooting stars (as *magic missile*)

TACTICS

Before Combat Dvimnix activates her starlight form, granting her flight speed. If time allows, she also casts *shield other* on the jinsul operating the computer.

During Combat As Subtier 5–6.

Morale As Subtier 5–6.

NEW ITEM: STAFF OF NUCLEAR VENGEANCE

Dvimnix has fashioned herself a unique hybrid weapon using parts scavenged from the carrier's power core.

STAFF OF NUCLEAR VENGEANCE

The *staff of nuclear vengeance* is an 8th-level hybrid item of 1 bulk, and it costs 10,500 credits. It resembles an autoclaw fixed to the end of a long rod, with the claw gripping a small chunk of glowing nuclear material encased in an invisible forcefield. It can be used as either a melee weapon or a small arm. As a basic two-handed melee weapon, the staff deals 2d6 bludgeoning and fire damage with the irradiate critical hit effect (*Starfinder Armory* 31) and has the special properties block (*Starfinder Core Rulebook* 181) and radioactive weapon (*Starfinder Armory* 30). When the staff is used as a small arm, it has a range increment of 60 feet, and a single shot consumes two charges from its 40-charge capacity and deals 2d4 fire damage with the irradiate critical hit effect and the radioactive weapon special property. Switching the staff from melee functionality to ranged functionality (and vice versa) is a swift action. Additionally, the staff may be loaded with a small piece of specially-crafted radioactive material costing 2,500 credits; the wielder may consume this resource as a standard action to cast irradiate as though using a spell gem, using his character level as his mystic level, even if he isn't a spellcaster.

STATISTICS

Str +0; Dex +4; Con +3; Int +0; Wis +6; Cha +0

Skills Acrobatics +17, Mysticism +22, Piloting +22, Sense Motive +17

Languages Izalguun, Jinsul

Other Abilities mindlink, powerful leap, stargazer, walk the void

Gear white carbon skin armor (deflective reinforcement, radiation buffer), *staff of nuclear vengeance* with one high-capacity battery (40 charges), *mk 2 planar runeplates*^{AR} (Kadrical [Lawful Neutral]), *spell gems of mind thrust* (3rd; 2); **Augmentations** mk 3 resistant hide^{AR}

SPECIAL ABILITIES

Powerful Leap (Ex) When attempting an Athletics check to jump, a jinsul is always considered to have taken a running start.

Unshakeable Belief (Ex) Whenever Dvimnix is the target of a trick attack, she can attempt a Bluff or Sense Motive check in response. If her result equals or exceeds that of the trick attack skill check, the trick attack is unsuccessful. If her

check exceeds the trick attack check by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

JINSUL SABOTEURS (7)

CR 1

Variant jinsul warriors (as Subtier 5–6)

HP 20

Hazard: Most of this room is filled with medium radiation. The squares adjacent to the nuclear core have high radiation; touching the core automatically exposes a creature to severe radiation. Any square adjacent to one of the petal-like containment panels on the opposite side from the core only has low radiation. Furthermore, any *irradiate* spell cast in the room becomes fueled by the power core, functioning as though the caster's level was 3 higher than normal.

Development: Once Dvimnix and her lackeys fall, resetting the power core's containment system is a simple matter. Once the panels lock around the core, all the ship's lights brighten slightly, and the air feels less oppressive. It will take some time for the radiation in the surrounding area to fully dissipate, but the threat of ongoing fallout passes. Once the PCs accomplish this, they can return to the Izalguun settlement.

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

Subtier 5–6: Reduce each PC's credits earned 1,615 credits.

Out of Subtier: Reduce each PC's credits earned by 1,978 credits.

Subtier 7–8: Reduce each PC's credits earned by 2,342 credits.

CONCLUSION

When the PCs return to Naarma, the izalguun elder expresses her gratitude in her stoic yet sincere manner. She leads the PCs back to their starship, where she has a surprise for them: her assistants have already produced decades' worth of medicinals in stacked crates ready for shipment back to the Pact Worlds for redistribution to the colonies! At this point, Naarma revisits the question she had when reviewing Fitch's pandemic specs: Why did the Pact Worlds need her help at all? The pharmaceuticals required to treat the ongoing pandemic are simple to synthesize and inexpensive to mass-produce, meaning that unless Naarma drastically overestimated the Pact Worlds' medical science, the Starfinders' home systems should be more than capable of stemming the tide of this outbreak. Naarma provides the PCs with more information on her production, as well as details on proper cost for such medicinals based on resources required.

Upon returning to Absalom Station, Fitch is overjoyed to see the bounty of medicinals the izalguuns provided, yet incensed by Naarma's breakdown of the situation. She vocally suspects that the Pact Worlds' pharmaceutical companies have been deliberately slow-walking their treatment developments in order to squeeze desperate patients for extra credits, and plans to crunch the numbers to prove exactly that at the next Forum meeting. She also voices concern over the resurgent jinsul threat, promising to alert First Seeker Jadnura (who has taken stewardship over the Scoured Stars) to put out feelers for any more jinsul activity bubbling up. In the meantime, however, she has work to do organizing the distribution of these crucial drugs to the masses before the epidemic gets completely out of control.

PRIMARY SUCCESS CONDITIONS

If the PCs defeat Dvimnix and stop the radiation leak, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their current faction boon. In addition, each player earns the Izalraan Megafauna boon on their Chronicle sheet.

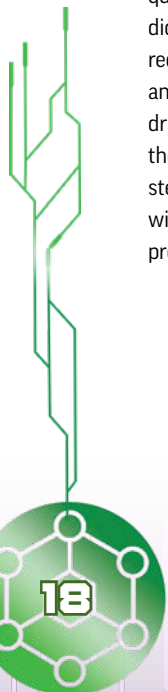
SECONDARY SUCCESS CONDITIONS

If the PCs accomplish two of the three following challenges, then they demonstrate exemplary prowess as Starfinders and earn 1 additional Fame and 1 Reputation for any factions associated with their current faction boon: bypassed the ovibovos without killing them, earned at least 5 successes when dealing with A-1, or defeated Dvimnix and her jinsuls in **C3** in fewer than five rounds. In addition, each player earns the Nuclear Tools boon on their Chronicle sheet.

FACTION NOTES

If the PCs earned at least 6 successes when dealing with A-1, the wealth of information the AI shares about the izalguuns' history is particularly valuable to the Wayfinders, who maintain a good relationship with them. Each PC earns 1 additional Reputation with the Wayfinders faction, in addition to any other Reputation earned as a result of completing this scenario.

PCs who complete the primary success condition also earn 1 additional Reputation with the Second Seekers (Jadnura) faction, as Jadnura catches wind of the PCs' ongoing efforts against the jinsul dissidents.



APPENDIX: ALIEN ARCHIVE

JINSUL WARRIOR

CR 1

Starfinder Alien Archive 3 60

CE Medium monstrous humanoid

Init +4; **Senses** darkvision 60 ft.; **Perception** +10

DEFENSE **HP** 20

EAC 11; **KAC** 13

Fort +3; **Ref** +5; **Will** +3; +4 vs. fear

Defensive Abilities unflankable

OFFENSE

Speed 40 ft.

Melee bite +6 (1d4+3 P) or

leg blade +6 (1d6+3 S; critical bleed 1d6)

Ranged tactical arc emitter +9 (1d4+1 E)

STATISTICS

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

Skills Athletics +10, Piloting +5, Survival +5

Languages Jinsul

Other Abilities powerful leap

Gear freebooter armor I, tactical arc emitter with 2 batteries (20 charges each)

SPECIAL ABILITIES

Powerful Leap (Ex) When attempting an Athletics checks to jump, a jinsul is always considered to have taken a running start.

JINSUL BASE COMMANDER

CR 5

Starfinder Alien Archive 3 60

Jinsul technomancer

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE **HP** 60

EAC 16; **KAC** 17

Fort +4; **Ref** +6; **Will** +10; +4 vs. fear

Defensive Abilities unflankable, unshakeable belief

OFFENSE

Speed 40 ft.

Melee bite +9 (1d4+5 P) or

leg blade +9 (1d6+5 S; critical bleed 1d8)

Ranged frostbite-class zero pistol +11 (1d6+5 C; critical staggered [DC 15])

Technomancer Spells Known (CL 5th; melee +9, ranged +11)

2nd (3/day)—*logic bomb* (DC 17), *spider climb*

1st (6/day)—*comprehend languages*, *jolting surge*, *magic missile*

0 (at will)—*energy ray*, *psychokinetic hand*

STATISTICS

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

Skills Athletics +16, Computers +16, Intimidate +11, Mysticism +11

Languages Jinsul

Other Abilities magic hacks (empowered weapon), powerful leap, spell cache (siccatite pincer)

Gear estex suit II, frostbite-class zero pistol with 2 batteries (20 charges each)

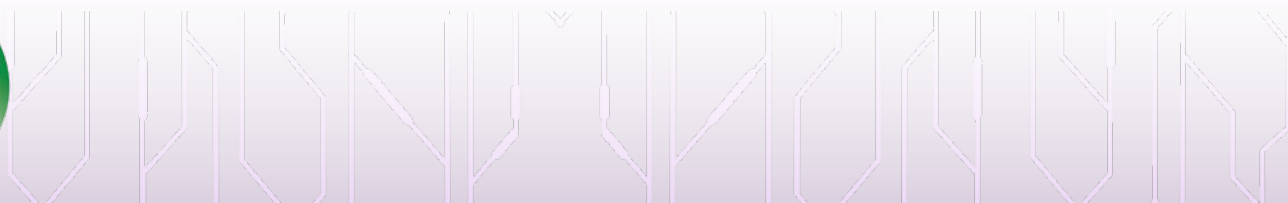
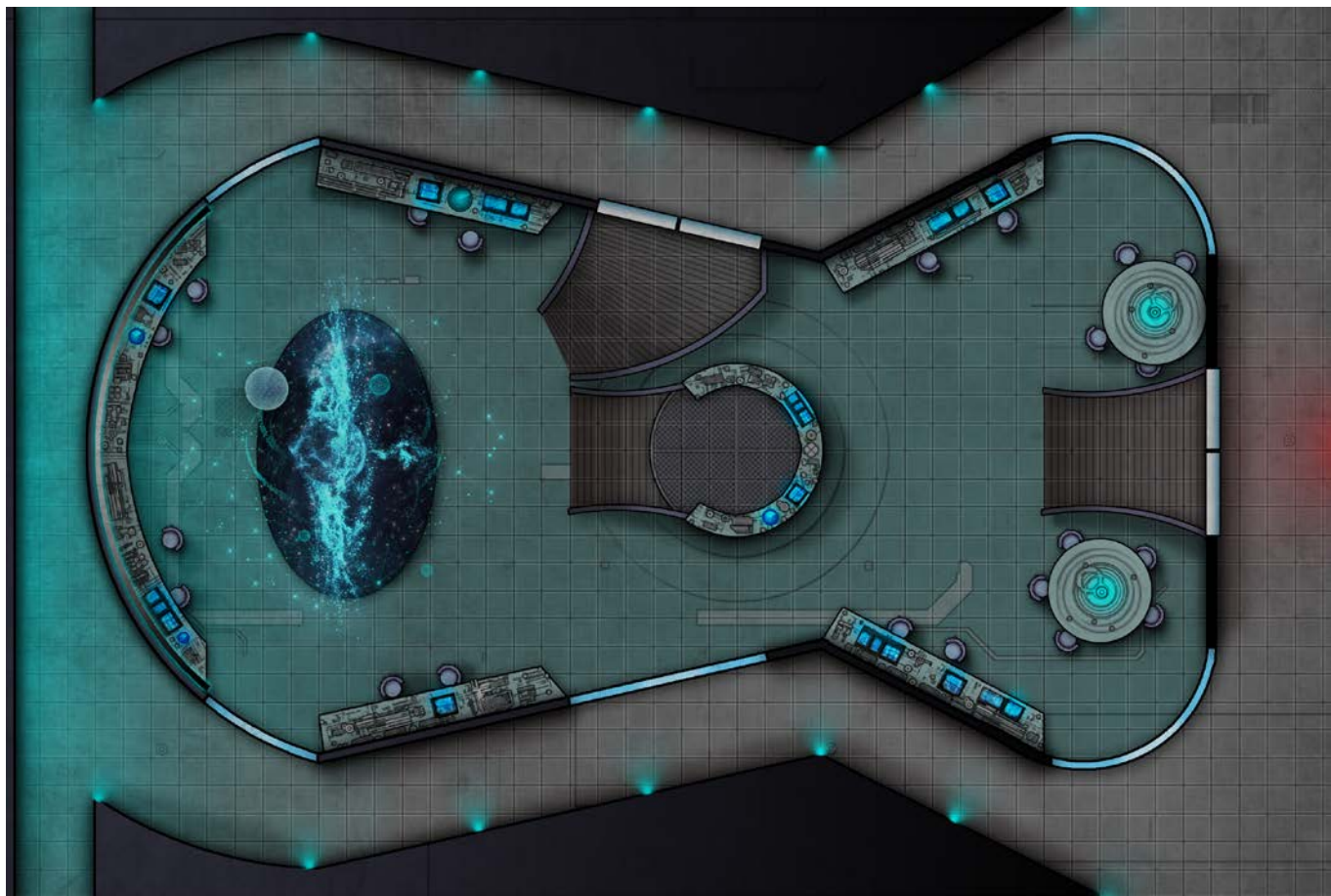
SPECIAL ABILITIES

Powerful Leap (Ex) As jinsul warrior.

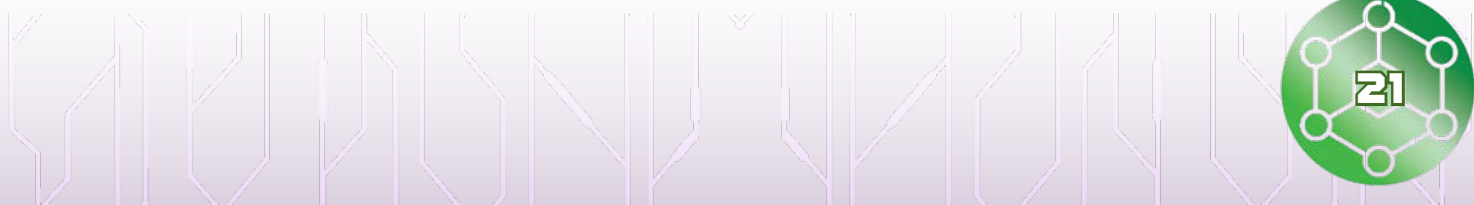
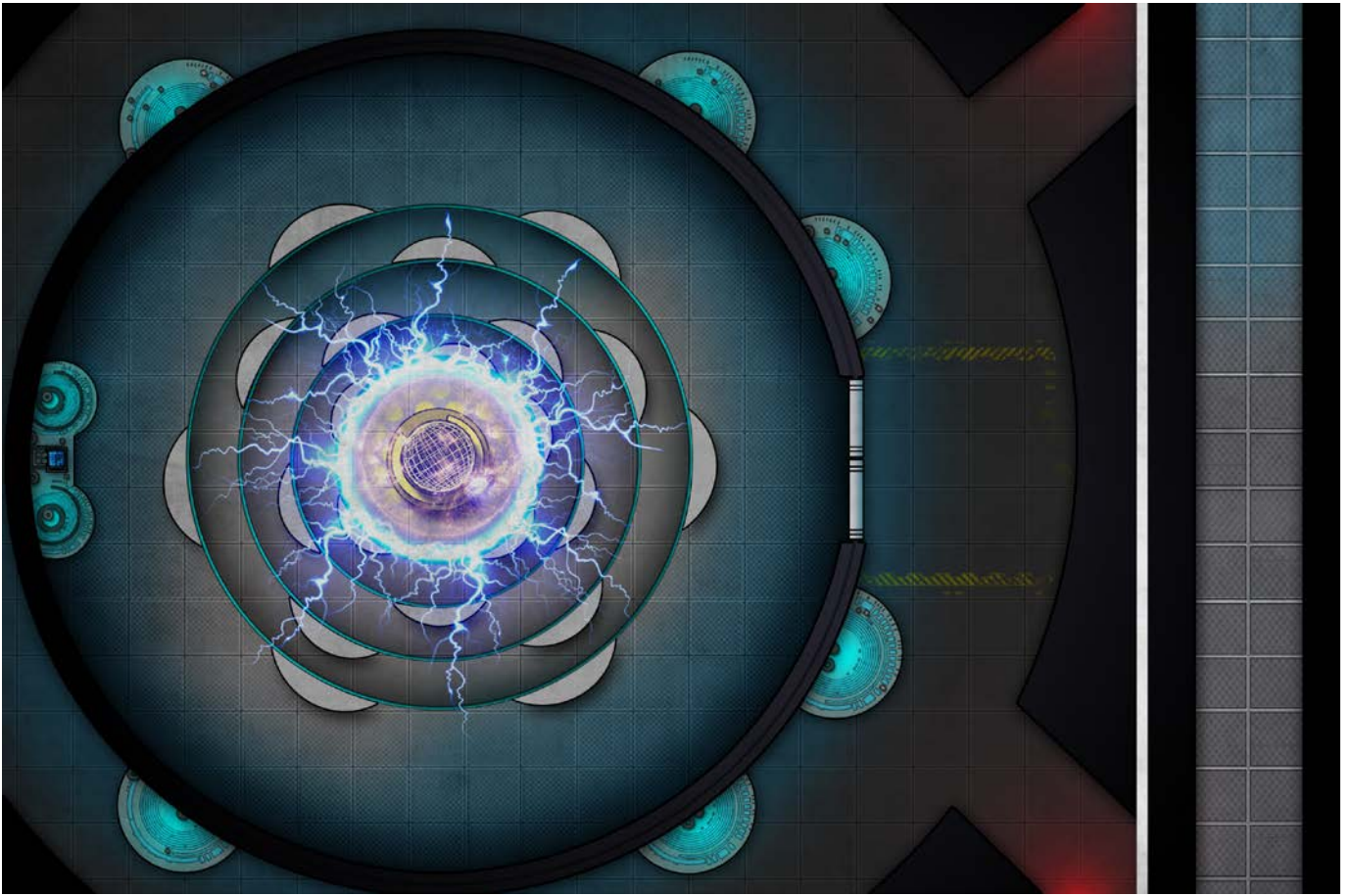
Unshakeable Belief (Ex) Whenever a jinsul base commander is the target of a trick attack, it can attempt a Bluff or Sense Motive check in response. If the jinsul base commander's result equals or exceeds that of the trick attack skill check, the attack is unsuccessful. If the jinsul's check exceeds the trick attack check by 5 or more, the creature performing the trick attack gains the off-target condition until the end of its next turn.



STARFINDER SOCIETY SCENARIO



A SCOURED HOME



STARFINDER SOCIETY SCENARIO



Event Reporting Form

Date _____ Event Code: _____

Location _____

GM Org Play #:	GM Name:	GM Faction:
Adventure #:	Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report) <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D		
Bonus Faction Goal Achieved: <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Scenario-based Infamy earned? <input type="checkbox"/> Yes <input type="checkbox"/> No <input type="checkbox"/> N/A	Fame Earned:

Player Name:		Class	Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Character Name:		Org Play #:	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	

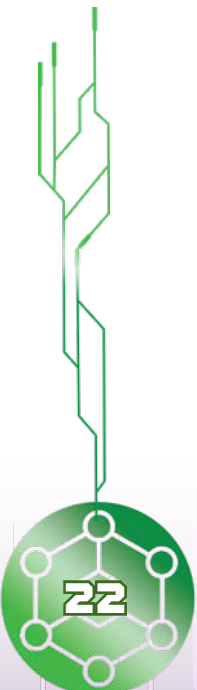
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Character Name:		Org Play #:	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/> Second Seekers ()	

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Starfinder Society Scenario #2-16: A Scoured Home

Character Chronicle #

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

Items Found During This Scenario

Izalraan Megafauna (Slotless Boon): Your removed radioactive threat underneath Izalraan, stabilizing its local ecosystem. Your actions saved many of Izalraan's indigenous megafauna, and the izalguuns have offered you the ability to bond with one of these creatures as a companion. When selecting a creature companion (*Starfinder Alien Archive* 3 138) on any of your Starfinder Society characters, you now have access to the following companion type.

Izalraan Megafauna: Huge animal; **Levels** 5-12; **Senses** low-light vision, scent; **Good Save** Fort; **Poor Saves** Ref, Will; **Resistances** cold 5; **Speed** 30 ft.; **Melee Attack** either claw (S) or hoof (B); **Space** 15 ft.; **Reach** 10 ft.; **Ability Modifiers** Str, Con; **Trample (Ex)** An Izalraan megafauna with a hoof attack gains the trample universal creature ability (DC = 10 + poor save modifier). While riding the megafauna, you may attempt a DC 15 Survival check as a full action to have it trample while you ride atop it.; **Trip (Ex)** An Izalraan megafauna with a claw attack may immediately attempt a combat maneuver to trip its target when it inflicts claw damage. The claw attack also gains the knockdown critical hit effect.

Nuclear Tools (Slotless Boon; Limited-Use): You can purchase the *staff of nuclear vengeance* on this character once. The *staff of nuclear vengeance* is an 8th-level hybrid item of 1 bulk, and it costs 10,500 credits. It resembles an autoclaw fixed to the end of a long rod, with the claw gripping a small chunk of glowing nuclear material encased in an invisible forcefield. It can be used as either a melee weapon or a small arm. As a basic two-handed melee weapon, the staff deals 2d6 bludgeoning and fire damage with the irradiate critical hit effect (*Starfinder Armory* 31) and has the special properties block (*Starfinder Core Rulebook* 181) and radioactive weapon (*Starfinder Armory* 30). When the *staff* is used as a small arm, it has a range increment of 60 feet, and a single shot consumes two charges from its 40-charge capacity and deals 2d4 fire damage with the irradiate critical hit effect and the radioactive weapon special property. Switching the *staff* from melee functionality to ranged functionality (and vice versa) is a swift action. Additionally, the staff may be loaded with a small piece of specially-crafted radioactive material costing 2,500 credits; the wielder may consume this resource as a standard action to cast *irradiate* as though using a *spell gem*, using his character level as his mystic level, even if he isn't a spellcaster. If you are an izalguun with 11 ranks in Engineering, you can spend 16,500 UPBs to upgrade the weapon to a Level 11 item, doubling both of its base damage dice (2d6 to 4d6 melee, 2d4 to 4d4 small arm). If you are not an izalguun, you may perform the same upgrade by spending 3 Fame to work with an izalguun Starfinder.

All Subtiers

deflective reinforcement armor upgrade (7,500; item level 7)
 gray hypopen (2,300; item level 9; *Armory* 106; limit 6)
 mature defrex hide (9,000; item level 8; *Alien Archive* 3 13)
 mk 3 resistant hide (5,890; item level 7; *Armory* 87)
spell gem of mind thrust (3rd level) (1,400; item level 8; limit 2)
 vesk brigandine III (8,800; item level 8; *Armory* 69)
 white hypopen (2,300; item level 9; *Armory* 106; limit 6)

Subtier 7-8

mk 2 planar runeplates (8,500; item level 8; *Armory* 115)
mk 3 serums of healing (1,950; item level 9; limit 6)
 white carbon skin armor (19,650; item level 10)

Reputation

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #

MAX CREDITS	SUBTIER	<input type="checkbox"/> Normal Max Credits
	5-6	4,095
	Out of Subtier	4,971
EXPERIENCE	SUBTIER	<input type="checkbox"/> Normal
	7-8	5,847
	-	-
FAME	SUBTIER	<input type="checkbox"/> Normal
	Starting XP	GM's Initials
	+ XP Gained (GM ONLY)	Final XP Total
CREDITS	Initial Fame	GM's Initials
	+ Fame Gained (GM ONLY)	Fame Spent
	- Fame Spent	Final Fame
CREDITS	Starting Credits	GM's Initials
	+ Credits Garnered (GM ONLY)	Day Job (GM ONLY)
	+ Day Job (GM ONLY)	Credits Spent
-		Total
=		