

# STARFINDER

## SOCIETY



STARFINDER SOCIETY  
INTRO #1, LEVELS 1-2

## THE FIRST TEST

BY JASON KEELEY



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GM RESOURCES

Campaign Home Page: [starfindersociety.club](http://starfindersociety.club)

Books: *Starfinder Core Rulebook*, *Starfinder Alien Archive (AA)*, and *Starfinder Alien Archive 2 (AA2)*

Maps: *Pathfinder Flip-Mat: Tech Dungeon*

Online Resource: Starfinder Reference Document at [paizo.com/sfrd](http://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 *Guide to Organized Play: Starfinder Society*.



REPEATABLE

SUMMARY

As part of their first Starfinder Society mission, the PCs travel to an unknown planet in the Vast to discover the source of a strange transmission. They explore a ruined underground facility, and eventually meet some of the local sapient populace. By making peaceful contact, the PCs can discover even more about the planet's history.

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HOW TO PLAY

 PLAY TIME: 4-5 HOURS

 LEVELS: 1-2

 PLAYERS: 3-6



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# THE FIRST TEST

BY JASON KEELEY



Khyyros was once a prosperous world, with similar technology and amenities to those found in the Pact Worlds. The planet's only sapient species, the bat-faced and multi-eyed khyyrents, enjoyed spelunking the vast caverns below Khyyros's surface as their foremost leisure activity. However, over a century ago, seismic activity wracked Khyyros, forming deep crevices across the planet. After some study, khyyrent geologists concluded that their species' constant delving underground had gradually eroded the tectonic stability. All spelunking missions stopped, and the subterranean waystations used as expedition launching points were simply abandoned. Life on Khyyros went on as the quakes lessened, but recently, a Drift Beacon inadvertently picked up a warning signal from one of these waystations and transmitted to the Pact Worlds. Members of the Starfinder Society intercepted this transmission. The mystery of the signal and its message in a language no one could understand piqued many peoples' interest, but deciphering it wasn't deemed a priority.

As part of a new age of exploration and prosperity ushered in by the Starfinder Society's new First Seeker, Ehu Hadif, membership in the organization swelled. Instead of testing new recruits in simulations or in small missions around Absalom Station, the computer intelligence Guidance judged that solving the enigma of this signal from the Vast would be a fine way for one group of these neophytes to prove themselves as true Starfinder Society agents.

## GETTING STARTED

Read or paraphrase the following to get the adventure underway. The PCs have been asked to come to Lorespire Complex on Absalom Station to receive the mission that, if successful, will allow them to graduate to full Starfinder Society agents. The group of players might also include PCs who have played a few Starfinder Society scenarios; while these characters have already graduated, they are still new enough to learn from this mission and to help guide would-be-graduates.

### Today's the day!

The streets and corridors outside of Lorespire Complex on Absalom Station bustle with activity, with many of the passersby being Starfinder Society agents leaving on or returning from missions. It's a scene that can't help but inspire excitement and anticipation.

## Where in the Universe?

This adventure introduces Khyyros, a planet crisscrossed with deep crevasses from near-constant seismic activity. It's located in a small, single-sun system alongside two other planets. The closest world to the sun burns, while the furthest freezes, making Khyyros the only planet in the system able to sustain most life forms.

### KHYYROS

*Scarred World*

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

**Atmosphere:** Normal; **Day:** 23 hours; **Year:** 1.5 years

A world of diverse biomes marked by multiple fissures, Khyyros is home to the khyyrent species, a bat-like people whose predominant leisure activity fundamentally altered the planet's subterranean geology. Khyyros has one moon, called Boskalis after a famed khyyrent astronomer. The surface of Boskalis is covered with dunes of yellow-brown grit.

Signs direct the way to the assigned meeting room, whose far wall is lined with a bank of gently-humming servers in matte black cases. The building's temperature control system audibly struggles to keep the room only a degree or two warmer than the hallway outside. A holographic image of a featureless humanoid form projects from a lens in the server; after a moment, it comes into focus, resembling an avuncular old human man wearing a tan sweater-vest.

The hologram smiles gently. "Greetings. I am Guidance, and I will be administering and adjudicating your first mission. Please observe the following image." The hologram shifts to show a slowly rotating world of various biomes while Guidance continues to speak. "Several weeks ago, the Starfinder Society received an unusual transmission intermingled with our regular communiques. After some examination, we traced it back to this



## Prerolling the Adventure

This scenario involves several randomized elements intended to create variety for people playing or GMing it multiple times. To streamline preparation and play, it's recommended that you roll on the randomized tables or otherwise select which options you would like to use prior to running the scenario, rather than doing so during the adventure. Feel free to consider the makeup of the PCs' group and make changes accordingly. For example, a group that includes many members with strong religious ties might enjoy meeting khyrents who are similarly devoted. As this is a repeatable scenario, each running of this scenario should feel unique and let players feel that they are the ideal candidates for this assignment. The randomized tables are located in Appendix 1: Tables beginning on page 15.

planet in the Vast. The message was garbled and in an unknown language, but our xenolinguists determined it was an advisory warning meant for the world's inhabitants.

"We know little else. Your task is to travel to this planet, explore the source of the transmission, and learn all you can."

Guidance invites the PCs to ask any questions they might have about the assigned mission. Below are some possible avenues of inquiry.

**Is there anything unusual about this planet?** "Our long-range scans of the planet haven't revealed much, though it appears the surface is marred by several deep crevasses, likely the result of past seismic activity, more than would be expected for a world of this size."

**Is the planet inhabited?** "The transmission indicates that the planet was inhabited or visited by a sapient species at some point. However, we can neither confirm nor deny whether those sapients remain. It will be up to you to determine that fact."

**And if it is?** "Then you should comport yourself in the manner to which you have been trained. Try to make peaceful first contact while respecting their culture, but defend yourself if the need arises."

## CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

A PC who wants to know more about this mysterious transmission can attempt a Culture check to recall hearing a report on the local news or a Diplomacy check to gather information from other members of the Starfinder Society. They learn all of the information whose DC is equal to or less than the result of their check.

**10+:** The transmission appeared mysteriously several weeks back, mingled with another, normal message from Society agents in the Vast. It was thought at first to be nothing more than interference until a curious data scientist extracted and repaired it. However, she still couldn't understand it.

**15+:** The transmission wasn't considered a priority by the Society until recently, when a small team of xenolinguists examined it. From the tone of the individual words,

they determined the message to be a warning meant for local broadcast, much like the warning to mind the edge of the platform when trams arrive at Dockside.

## Guidance

**20+:** The xenolinguists have yet to fully decipher the language, but they have discovered other information encoded into the message. This data suggests that however the warning was broadcast, it was accompanied by a non-auditory component, perhaps a form of sign language or the blinking of lights.

**25+:** Some have suggested that the warning preceded an unknown catastrophe, perhaps a massive series of earthquakes that left the planet without sapient life. Others don't believe the evidence at hand supports such theories.

## WE APOLOGIZE FOR THE DELAY

When Guidance believes that the PCs are ready to embark on their mission, the AI points them in the direction of a space dock in the Arms district of Absalom Station, where a starship is waiting to take them to the Vast. Guidance reminds the PCs that the vessel is Starfinder Society property and asks them to return it in good condition.

It's a short trip to the space dock, taking a little more than 30 minutes to wind through the station's outer corridors. When the PCs arrive, though, they find the starship—a Kevolari Venture named the *Wanderstar*—is still undergoing repairs. The harried head mechanic **Cakes** (NG female ysoki mechanic) greets the PCs and apologizes for the delay, explaining how a blown power converter on the first ship they were working on today left one of her mechanics injured, and they've been struggling to catch up ever since.

If the PCs ask if they can help, Cakes looks relieved and gives them the list of tasks below, saying that any help at all will speed up the process and will be greatly appreciated. If the PCs don't offer right away, Cakes gently suggests that her team could use a few extra hands. If the PCs still don't want to aid Cakes, they receive the same message from Guidance as if they had failed a majority of the skill checks (though the AI's tone is a bit sterner in this case).

Each PC can perform only one of the tasks below by succeeding at a DC 15 check skill check using one of the listed skills. Alternatively, if a player seems more interested in roleplaying the interaction, you should allow them to succeed by doing so without a skill check.

**Align Arcane Power Converters (Mysticism):** The *Wanderstar's* hybrid engine uses both magical and technological components. Cakes explains how the arcane power converters attached to the engine need to be re-aligned. With a few minutes' work of retracing runes and chanting certain rites, a PC can get the converters working smoothly.

**Fetch UPBs (Athletics or Culture):** Cakes explains that she needs some extra UPBs to finish repairing a section of the hull. Normally, she would have them delivered, but the supplier is experiencing a glut of orders and won't be able to drop them off for hours. Cakes tells the PC where to pick up the UPBs and gives them the purchase order. That PC can rely on some shortcuts they know to get to the supplier quickly or simply run there and back again.

**Handle Angry Pilot (Bluff or Intimidate):** Cakes tells the PCs that **Thaulm Kindo** (N male human), another ship owner, has the dock scheduled and has been pinging her comm unit non-stop to berate her for taking so long. Thaulm isn't interested in listening to reason, but the PCs can fool or frighten him into giving Cakes the time she needs to finish repairs on the *Wanderstar*.

**Install Computer Updates (Computers):** The ship's computer system requires an update, which none of the mechanics have been able to get to yet. A PC versed with technology can speed up the download and installation process.

**Negotiate Launch Window (Diplomacy):** Since the repairs are taking longer than expected, Cakes needs one of the PCs to speak with Absalom Station flight control to ensure that the *Wanderstar* can take off when as soon as it is ready without interfering with other launches. This requires a few minutes of pleasant chat with one of the flight control operators, and perhaps the promise of a future favor.

**Repair Landing Gear (Engineering):** Cakes isn't comfortable with allowing a PC to handle the more sensitive repairs, but she does note that diagnostics show the *Wanderstar's* landing gear requires some maintenance. She lends the volunteering PC a few tools to do the job.

If at least half of the PCs succeed at their tasks, the *Wanderstar's* repairs are completed without much further delay and the PCs can leave Absalom Station. Otherwise, they must wait for a few more hours, during which time the PCs receive a message from Guidance on their comm units asking about why they haven't left yet. The PCs can explain their predicament, and though Guidance claims to understand, the PCs get the impression that the AI is a little disappointed they couldn't solve the problem in a timely manner.

**Treasure:** Even if the PCs aren't completely successful in their tasks, Cakes shows them her gratitude for at least attempting to help out by giving them an infrared sensors armor upgrade (*Starfinder Core Rulebook* 206) before they leave.

## THROUGH THE DRIFT

When the *Wanderstar* is ready, the PCs can launch from Absalom Station, input the destination given to them by Guidance, and slip into the Drift for a long journey to the Vast. The trip normally takes 5d6 days, but the *Wanderstar* has a slightly advanced Drift engine, allowing it to make the trip in half the time rolled. The PCs can pass the time as they see fit, and you can spice up the journey with one of the following randomly rolled Drift events (from Table 1 on page 15).

**Asteroid Mystery:** The PCs spot an asteroid, no larger than their ship, floating past. Strangely, the surface of this hunk of rock appears smooth and shiny. Scans indicate that it's covered in a thin layer of glass that doesn't have a single blemish on it. A PC who succeeds at a DC 16 Physical Science check surmises that glass was formed naturally, likely because the asteroid was coated with a fine grit, like sand, and then subjected to intense heat. There is nothing else unusual about the asteroid.

**Close Call:** Without warning, an enormous wormlike creature emerges from a green-and-pink cloud of Drift energy in front of the PCs' ship. Clearly able to swallow the *Wanderstar* with ease, it ignores the vessel and wriggles its segmented body through the void on its way to some unknown destination. Thin filaments near the end of its body brush up against the ship, causing a scraping noise to reverberate through the hull. A PC who succeeds at a DC 20 Life Science check suspects that the creature might not be native to the Drift, and that it overlooked the *Wanderstar* in response to some more important stimulus.

**Fire Sea:** As the *Wanderstar* passes by, the characters notice a free-floating mass of fire burning impossibly in the Drift. As the anomaly has no clear edges, the ship's computers advise against getting any closer. However, a PC who succeeds at a DC 18 Perception check can spot what appear to be slender finned creatures—also made out of fire—leaping from the "surface" of the mass like dolphins.

**Glimpse of Paradise:** The *Wanderstar* passes within sight of a bubble of transparent energy, which in turn contains a rolling field of green grass seemingly ripped from a planet's surface. In the middle of the field stands a pergola (a shaded walkway) constructed of white marble with golden veins running through it. The ship's sensors indicate the bubble is filled with a breathable atmosphere, so if they wish, the PCs can land on the field and step outside. The air is fresh and smells of honeysuckle. The pergola is untouched by age, but the bubble is otherwise empty. A PC who succeeds at a DC 20 Mysticism check realizes the field was likely pulled from one of the good-aligned Outer Planes, most likely Elysium.

**Heap of Trouble:** An alarm brings the PCs to the bridge, where the ship's computers warn them of a change of course to avoid a massive collection of metal debris in the distance. Sensors indicate the pile of junk exhibits a strong magnetic pull and should be avoided at all costs. If the PCs try to steer the ship for a closer look, the *Wanderstar* begins shaking dangerously; a PC can pull the ship away with a successful DC 18 Piloting check. On a failure, the vessel's autopilot system takes over and puts them back on track.

**Roaming Survey:** The *Wanderstar* is hailed by approaching vessel identifying itself as the *All-Code Emissary*. The crew, all devout followers of Triune, patrol random areas of the Drift to ensure travelers' safety. The android priest-captain asks the PCs several questions about their mission and solemnly notes their answers in a datapad. The PCs are free to tell the truth or not. They can assess that the captain is forthright and has no ill intentions with a successful DC 17 Sense Motive check. After the brief interrogation, the *All-Code Emissary* goes on its way.

## THE UNKNOWN PLANET

Eventually, the *Wanderstar* reaches its destination: the system that holds Khyyros and its two neighboring planets. The PCs must fly for a few additional hours to reach orbit around the planet that is the source of the mysterious signal. Scans of the world show that it has an atmosphere breathable for most life forms (including Pact Worlds species) and shows signs of life (both plant and animal).

The computer can't determine if the life forms are sapient or not, and there appear to be no telltale signs of known civilization (urban centers, roads, pollution, and the like); the khyyrents who inhabit the world have mostly learned to mitigate those problems or how to mask them (see page 12 for more information about the khyyrents the PCs encounter).

In addition, scans show that cut planet's surface to be marred by large crevasses across every landmass. These fissures appear relatively new, geologically speaking, no more than a century old. A PC who succeeds at a DC 18 Physical Science check while studying the data can tell they were likely created by several large seismic events, as the planet's tectonic plates shifted unexpectedly.

Before the PCs can land, though, they need to determine the source of the transmission. A PC who succeeds at a DC 16 Computers check can correlate the data from a recording provided by Guidance and energy signatures from the planet below to find the source. It is in one of the following areas from Table 2 on page 15; this biome will also determine a feature of the beasts they come across in area **A9**. In each case, after the PCs land, they can further track the source of the signal to a cave entrance leading underground less than a mile from where they touch down. A tunnel eventually leads to area **A**.

**Arctic:** The PCs land on a flat stretch of ice and must make their way through blustery winds kicking up fine clouds of snow. Though it's very cold, the PCs' environmental protections on their armor keep them safe until they reach the cave entrance. The underground tunnel protects them from most of the biting chill.

**Desert:** The PCs find a place to land adjacent to a small oasis, complete with a pair of palm-like trees with dark blue fronds. Their armor keeps them cool in the desert heat and, after crossing a couple of dunes, the PCs spot the cave entrance rising from the sands. The temperature drops to a manageable level within the tunnel.

**Forest:** After a few flybys, the PCs spot a clearing in the woods large enough to land the *Wanderstar*. The trees here are thick-trunked and have skinny red leaves. Dozens of small birds chirp in the branches overhead. Pushing through the dense undergrowth, the PCs find the cave entrance in the side of a hill.

**Marsh:** Touching down on what first appears to be a patch of dry land, the *Wanderstar* then sinks a few inches into the bog. This is more of an inconvenience than a danger, but the PCs must wade through swampy water to reach the cave entrance, located on a rise at the edge of the marsh. The tunnel is damp and smells of rotting mushrooms.

**Mountain:** A low peak close to the source provides a flat surface to land the *Wanderstar*, but the PCs need to descend the mountainside to reach the cave entrance. While there are no formal paths, the PCs can slowly pick their way down a steep but not precipitous slope without the need for skill checks.

**Plains:** After landing in a field of tall wheat-like grass, the PCs can track the source of the signal through the plains. They see a herd of local fauna in the distance, kicking up a cloud of dust as they march across a dry section of the terrain. Eventually, the PCs



reach the edge of one of the planet's many crevasses and can descend into it to discover the cave entrance.

### A. ABANDONED WAYSTATION

This waystation was a small starting point for many Khyyrosian spelunking adventures. Once a state-of-the-art establishment, it has fallen into disrepair since being abandoned decades ago. Several seismic events helped to hasten its deterioration. However, it still holds a few dangers that include undead skeletons, irritable fauna, and unstable equipment. The PCs need to explore every chamber of the underground structure to find enough clues about its purpose to satisfy Guidance (see The Clues below).

The cavernous areas of the map have a ceiling height of 20 feet and the interior rooms have a ceiling height of 12 feet, except where noted. The interior walls are 3-inch-thick steel (hardness 20, 90 Hit Points per 10-foot-by-10-foot section, break DC 30). Apart from the glow from the heating unit in area **A2**, all rooms are in total darkness.

### THE CLUES

The PCs can find the following five clues throughout area **A** in random rooms, as determined by Table 3 on page 15. A PC who succeeds at a DC 20 Perception check while searching a room finds that room's clue (if it has one), usually under rubble or a piece of furniture. Feel free to substitute relevant Profession skill checks for those listed in determining the important aspects of each clue.

**Busted Drone:** This Tiny robot is shaped like an oblong capsule and sports a single hover-capable engine, a small speaker, and four lights in a square-shaped pattern at one end. Its metal casing is dented and tarnished, likely from falling rocks or other blunt debris. The drone has no power, and its battery port is damaged, requiring several hours to repair. However, it is clear evidence of Pact Worlds-level technology.

The drone was used by khyyrents attempting beginner spelunks. It floated alongside a climber, offering advice and encouragement through its speaker and blinking lights. It also monitored a delver's health and transmitted their position to the nearest waystation in case of accidents. A PC studying the drone who succeeds at a DC 17 Computers or Engineering check can tell the drone was programmed with a rudimentary virtual intelligence, that its lights could turn on and off independently of one another, and that those lights were connected to the speaker (meaning that sounds coming from the speaker could be accompanied by flashing lights).

**Climbing Glove:** The PCs discover a single black glove made from a leather-like fabric. This climbing glove was left behind by one of the last khyyrent spelunkers to use the waystation. The fingers of the glove are long and thin, marking them quite different from human, lashunta, or vesk hands. The stitching is durable and there is a metal ring at the glove's opening on the wrist side. A PC who succeeds at a DC 16 Perception check notices that the glove has cushioning on both sides of the fingers. A PC who then succeeds at a DC 16 Life Science check can surmise that this would be useful for a species whose fingers were able to bend in both directions.

**Cracked Datapad:** What at first appears to be a small plastic cube unfolds into a flat piece of technology with a cracked glassy screen. A PC who succeeds at a DC 14 Engineering check identifies it as a datapad, though its battery is long dead. This is also evidence of Pact Worlds-level technology.

A PC can hook their comm unit to the datapad to charge it and download the one intact file on it with a successful DC

16 Computers check. The file is a 3D rendered map of the cave system below the waystation with several points of interest marked with flashing symbols. The PCs can see an image of the circular waystation they are currently exploring at the top of the map. A PC who succeeds at a DC 15 Culture check recognizes that the flashing symbols aren't warnings, but are simply informational, and recognizes the image as a kind of map for tourists.

**Dingy Souvenir:** The PCs find a dirty toy figurine made from plastic and cloth stuffed with foamlike material. The toy resembles a four-eyed bat-headed humanoid wearing a rounded helmet with a lamp and a pair of coveralls with alien writing across the front. The figure holds a plastic climbing axe, and a PC who succeeds at a DC 14 Perception check notices that it is gripping that tool with long, thin, double-jointed fingers.

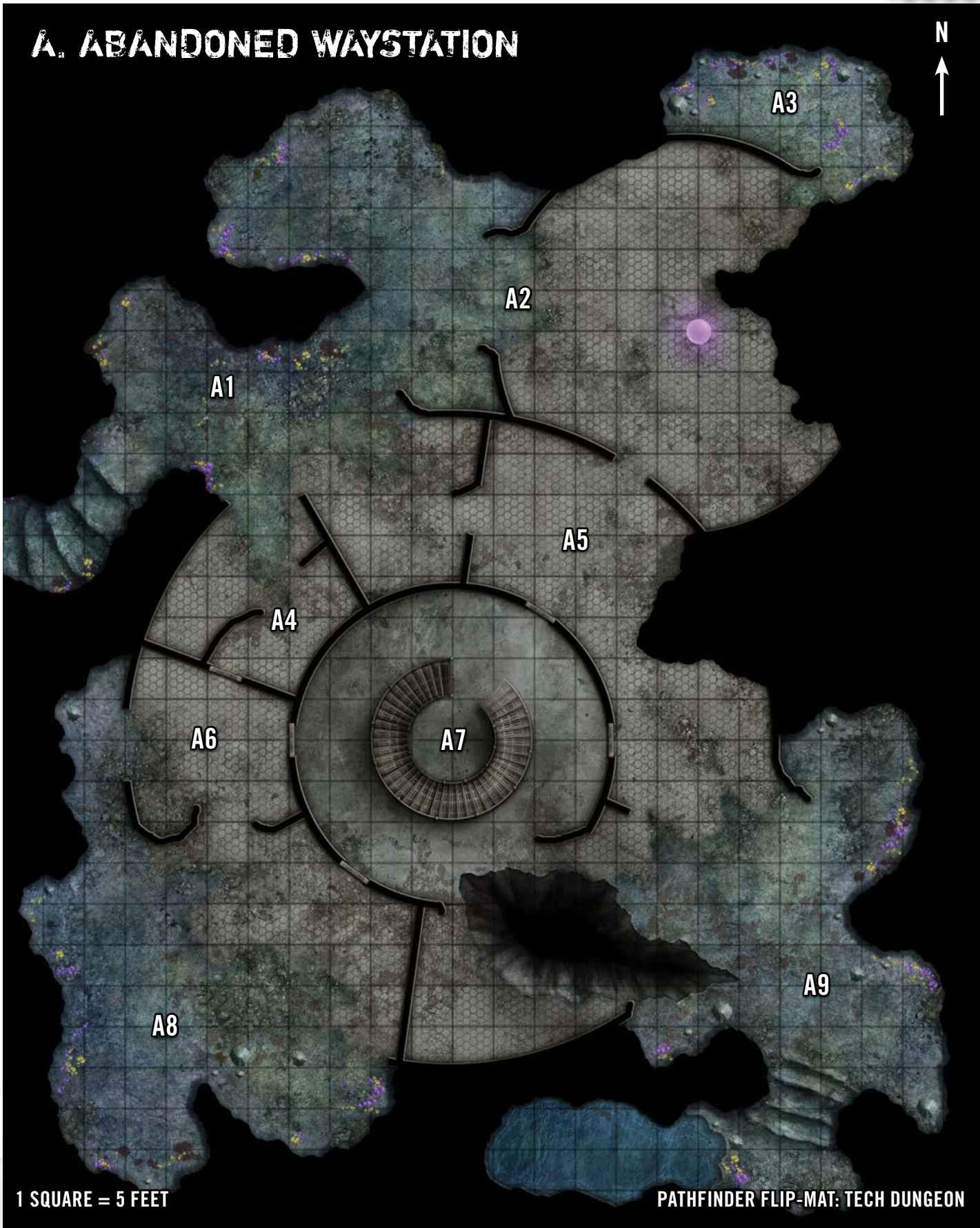
This item depicts a khyyrent spelunker and bears the waystation's name, as it's the waystation's mascot. The PCs might surmise the toy resembles the planet's inhabitants or is a mascot character, but there is no clear indication of either conclusion until the PCs meet the khyyrents. A PC who succeeds at a DC 16 Culture check can speculate that the figure is a souvenir, possibly from the structure they are exploring.

**Faded Brochure:** This laminated trifold brochure features bright, colorful text and photographs of humanoid figures in climbing gear dangling from ropes or exploring large caves. Unfortunately, due to the item's age, it is difficult to discern exactly what the humanoids look like. However, the PCs can still learn a few things from the text, which is written in Karakhyyr, the planet's main language.



Dingy Souvenir

# A. ABANDONED WAYSTATION



1 SQUARE = 5 FEET

PATHFINDER FLIP-MAT: TECH DUNGEON





First, many words contain symbols that look vastly different from the other letters in them. Each of these symbols is made up of four tightly grouped dots and dashes in a square formation; each one has either a dot or a dash at each formation's corner, ranging from all four dots to all four dashes. A PC who succeeds at a DC 18 Culture check to decipher writing can determine that these are not quite punctuation but are possibly representations of non-auditory components of the planet's native language, similar to accent marks. Second, with an additional successful DC 19 Culture check to decipher writing, a PC can discover a word that they believe from the context is the native population's name for the planet: "Khyyros." The phrase in question translates as, "Khyyros's Best Spelunking!"

### A1. WAYSTATION ENTRANCE

The cavern opens up at the bottom of a set of natural stone steps to reveal a metal structure situated within the stone. Gaping holes from age or catastrophe pierce the walls to the south and east, revealing constructed chambers within. The rubble covers, and broken stalactites hang from the ceiling.

Before the waystation was abandoned, visitors could reach this depth via an elevator, which the local khyyrent government purposefully collapsed after it was shut down. However, frequent tremors opened a path leading here through a cave opening at the surface. The opening in the wall leading into **A2** was once the waystation's front entrance.

### A2. COMMON ROOM (CR 2)

The cavern has collapsed partially into this wide room, greatly reducing its size. Rotting furniture strewn about looks like it might have once been comfortable. A slightly glowing technological cylinder stands in the center of the chamber, clearly once the room's focal point. Doorways lead south and northeast, though the latter is partially blocked by stone.

This room served as a place for coming and going spelunkers to relax, perhaps to enjoy refreshments while recovering from their latest adventure. Visitors mingled with one another around the central heating unit or relaxed on the cozy furniture. Though it's a bit of a squeeze, the PCs can fit through the northeastern half-collapsed doorway.

This room is in dim light until the trap is triggered (see below), after which it is as dark as the rest of the waystation.

**Trap:** A PC who succeeds at a DC 14 Engineering check recognizes the cylinder as a heating unit, which is surprisingly operational after being neglected and damaged in subsequent quakes. A creature standing adjacent to the unit feels the warmth it gives off. The fact that its power source is still charged might prompt PCs to take a closer look, triggering the trap. Otherwise, the trap triggers if two or more creatures are adjacent to it, as

its sensors recognize bodies that need to be warmed, which overloads the already straining battery.

## LEVELS 1-2 (CR 2)

### EXPLODING BATTERY TRAP CR 2

**Type** technological; **Perception** DC 23; **Disable** Engineering DC 18 (defuse overload)

**Trigger** proximity (thermal, 5 feet); **Reset** none

**Effect** explosion (3d6 F); Reflex DC 13 half; multiple targets (all targets within 10 feet of heating unit)

### A3. SHADOWY NICHE

A patch of pale mushrooms grows in the corner of this alcove.

When the waystation was functional, this was the start of the path down into the main caves below. Seismic activity collapsed that tunnel long ago. Due to collected moisture, some edible mushrooms grow in this niche.

### A4. EMPLOYEE LOCKER ROOM

A row of ruined lockers line the eastern wall of this cramped room. A door leads southwest. The northwestern wall bears what may have been another door now completely demolished.

The waystation's employees entered and left the facility through this room, changing into and out of their uniforms. They kept their personal belongings in the lockers.

**Treasure:** Most of the locker doors hang from their hinges or are missing, except for one, which is locked. A PC who succeeds at a DC 18 Engineering check can open that locker to find a *mk 1 ring of resistance* inside.

### A5. BUSINESS CENTER

A massive amount of rubble spilled into this chamber through the northeast wall and ceiling, in the process knocking aside several moldering computer desks and piles of broken electronic equipment. Doorways lead north, west, and southeast.

This room was set up with several computers for visitors to use to check electronic messages or browse infosphere sites, using the waystation's land-based telecommunication lines. The amount of rock above made it difficult for devices to receive wireless signals, so these amenities were provided free of charge.

### A6. EQUIPMENT STORAGE

Cracked shelves line the room, with several more lying broken on the floor. Multiple piles of other debris have been pushed into

the corners. Gaps in the wall lead west and south. A door exits to the east.

The waystation stored rental climbing equipment here—ropes and cables, hooks and pitons, harnesses and helmets, lamps and beacons, and even jumpsuits branded with the waystation mascot. In addition, at least one shelf was dedicated to holding retail souvenirs, such as holographic postcards and virtual snow globes. All of this merchandise was rented and sold in area **A7**.

**Treasure:** Though most of the equipment is ruined, a PC who succeeds at a DC 18 Perception check while sifting through the rubble finds a grappler in workable condition, along with 60 feet of adamantine alloy cable line.

## A7. CUSTOMER COUNTER

A circular counter, approximately three feet tall, occupies the center of this similarly round chamber. A gap allows access to the space behind the counter, and empty rusted racks are spaced around the counter surface. Two defunct datapads are mounted to the counter. Doors exit in all directions, and part of the southern wall is missing due to a massive crevice in the floor leading into darkness.

This central area of the waystation functioned as a space for visitors to check in, book climbing times for the tunnels below, and even rent spelunking equipment and purchase souvenirs. A khyyrent employee or two staffed the counter at nearly all hours, though the waystation closed overnight if all scheduled spelunkers had returned from their journeys. This was usually the case, as overnight spelunking trips were rare in this region.

## A8. INFIRMARY (CR 3)

The back wall of this chamber is completely gone, revealing a large cavern of rough stone. Clusters of sickly fungus grow in the cracks and corners of the cave, near patches of loose rubble. Metal cabinets hang on the eastern constructed walls, though some of their doors are gone, revealing the shelves within. Bits of ceramic frames poke out from piles of other debris. A door exits to the northeast and a hole in the wall leads northwest.

This chamber was the waystation's infirmary, tending to any wounds sustained by the visitors during their spelunking adventures. Injuries were usually minor, requiring only simple splints, slings, and pain killers, but the facility had the equipment and expertise to tend to more serious cases. The cabinets on the eastern wall held medicine and other supplies, all of which have either been ransacked or left to rot. The ceramic frames were once part of the infirmary's beds. A PC who succeeds at a DC 16 Perception check or a DC 14 Medicine check can discern the purpose of the room and the nature of the various debris.

The rear wall of the infirmary collapsed several years ago during the planet's many quakes. The revealed cavern on the other side holds no secrets. A PC who succeeds at a DC 12 Life Science check can tell there isn't anything unusual about the fungus growing here, though it certainly isn't edible; if the result of this check exceeds the DC by 5 or more, the PC realizes the mushrooms must have sprouted from organic tissue at some point but now have little to sustain them as they slowly die.

**Creatures:** While the PCs explore the infirmary, the loose rubble in the cavern area trembles and shifts as four skeletal khyyrents pull themselves up to the surface and lunge toward



Skeletal  
Khyyrent

the living. These khyyrents were killed by falling stones as they searched the ruined waystation several months earlier, ignoring the warning message and paying a steep price. The skeletons rattle their bones as they attack. As mindless creatures, the skeletal khyyrents shuffle toward the nearest living creatures and attack. If a skeleton strikes a PC with its claw, it attempts to grab that PC with its backward-bending finger joints. The skeletal khyyrents fight until destroyed.

During the fight, the PCs can clearly see that each skeleton has four eye sockets in its skull, each containing a glowing pinpoint of necromantic energy. A PC who succeeds at a DC 16 Perception check while being struck by a skeletal khyyrent's claw, or while taking time after the battle to examine the undead remains, can tell that several of a skeleton's finger bones are quite long and that all of them can bend in both directions.

## LEVELS 1–2 (CR 3)

### SKELETAL KHYYRENTS (4) CR 1/2

Page 16, art on page 10

### A9. ADU LAIR (CR 3)

This floor of this room has entirely collapsed, leaving only a deep, dark fissure. The crack continues into a larger cavern area to the east. Tiny bits of bone and clumps of fur lie scattered across the ground. A set of natural stairs leads down to the south, where the sounds of dripping water can be heard. The air has a pungent, musty smell.

The chamber just south of the customer counter was the waystation's canteen, serviced by a couple of culinary synthesizers able to produce everything from protein-heavy foods for the most serious spelunkers to sweet alcoholic drinks for the more casual visitors. Both machines were swallowed by the fissure in the floor after a particularly devastating tremor, along with a few tables and chairs. That quake also took down the rear wall and opened a large cavern like sinkhole.

The crack is 100 feet deep, and its rough walls can be climbed with a successful DC 15 Athletics check. Nothing but twisted metal and plastic remain at the narrow bottom of the pit.

To the south, a lower offshoot of the cavern features a pool of water that drips in from above and slowly drains away into smaller chambers below. A tight tunnel just above the pool, a little more than a foot in diameter, eventually leads upward and to the surface.

**Creatures:** This cavern is the current lair to a mated pair of predators called adus. An adu is a tan-colored furry quadruped with an elongated torso, nearly 6 feet long. Its triangle-shaped head is smaller than most predators of its size, though its eyes are much larger. An adu can squeeze through narrow passageways, and the ones that live here use the tunnel in the southern part of the cavern to get to and from the surface, where they hunt. Adus prefer to lair underground and are especially territorial. These adus attack the PCs as soon as they notice them. The adus gang up on a single PC, either the one that wounded one of them first or the closest one. They use rudimentary pack tactics and try to flank their foe, if possible. Each adu attempts to flee through the small tunnel above the pool when it is reduced to 4 or fewer Hit Points.

In addition to a specific biome adaptation that affects their stat block (see Table 2 on page 15), the adus have a slightly different look depending on the randomly chosen biome.

**Arctic:** Arctic adus' fur is thick. Their coloration is light gray with white highlights instead of tan. Arctic adus have small horny nubs adjacent to their ears. The art on this page depicts an arctic adu.



Adu



*Desert:* Desert adus have nictitating membranes over their eyes to protect them from sand. In addition, the pads of their feet are bright red.

*Forest:* Forest adus have particularly sharp teeth and partially prehensile tails that aid them in climbing.

*Marsh:* Marsh adus have almost no fur, webbed toes, and gills on their necks. They also have forked tongues.

*Mountain:* Mountain adus have dark black fur and membranes that stretch from their front paws to their back legs. These membranes allow them to glide short distances instead of falling.

*Plains:* Plains adus have an additional pair of legs and a raised dorsal ridge along their spine.

## LEVELS 1–2 (CR 3)

### ADUS (2)

CR 1

Page 17, art on page 11

## MEETING THE KHYARENTS

Once the PCs have explored the ruins of the waystation to their satisfaction and are preparing to return to their starship, they encounter some of the local sapient life forms. A PC who succeeds at a DC 20 Perception check hears the clatter of stones from the direction of the steps leading back to the surface. The PCs can attempt to hide to surprise the newcomers or make their presence known with a shout, or head directly to the source of the noise in area **A1**. If no PC hears the approach of the khyyrent patrol, they are surprised when they run into a handful of aliens on the way out (likely in area **A1** or **A2**).

Read or paraphrase the following.

A group of half a dozen creatures approaches cautiously. Each is humanoid with facial features that resemble a bat's, though with four eyes and a ruff of pale featherlike fur around their neck. They carry no sources of light into the cavern, and only two of them are wielding obvious weapons, but have yet to take an aggressive stance. They stop a safe distance away, seemingly unsure of what to do next.

In addition to this physical description, the type of clothing the khyyrents are wearing depends on their randomly determined attitude toward the waystations (see Table 4 on page 15). Each attitude also allows the PCs to use an additional skill to gain the cooperation of the khyyrents (see Universal Communication on page 13).

**Academic Curiosity:** The khyyrents are members of an organization that bears some similarity to the Starfinder Society. They, too, have recently discovered the entrance to the abandoned waystation and are exploring it to learn more about their own history. The khyyrents are dressed in simple but sturdy outfits, mostly khaki in color. Some have archaeological tools on their belts, such as tiny shovels and brushes, magnifying glasses, and waterproof notebooks. The leader of the group wears a pair of four-lens spectacles. The PCs can use Culture to help improve the khyyrents' attitudes.

**Blustery Bravado:** The khyyrents are members of a hunting party that have tracked the adus to this cave and are looking to



Khyyrent

kill the beasts for trophies. Many of the group carry projectile ammunition weapons, such as pistols and rifles. The scent of alcohol wafts off most of the khyyrents as they jostle and prod one another in good-natured camaraderie. Their clothes are styled as subterranean camouflage—a pattern of grays, blacks, and whites. The PCs can use Intimidate to make themselves better understood.

**Cautious Protection:** The khyyrents are part of a local government agency that protects anyone who wanders into these caves. They wear similar plain jumpsuits, each with the insignia of their department—a climbing axe inside a triangle—over the breast pocket. A few of them carry portable seismic activity readers, which look like metal wands attached by cords to handheld boxes. The PCs can use Physical Science to help the khyyrents understand their mission.

**Desperate Survival:** The khyyrents are a scavenging crew who plan on raiding the abandoned waystation for supplies, as the planet's many quakes caused their civilization to collapse. They are dressed mostly in dirty rags and carry battered equipment. The PCs can use Survival to help improve the khyyrents' attitudes.

**Excited Nostalgia:** The khyyrents are involved in a cultural movement to reopen the spelunking waystations for all citizens. They wear casual designer clothing that doesn't look quite appropriate for the subterranean environment. Many of them seem excited and engage in taking pictures of each other with small digital cameras. The PCs can use Athletics to connect with the khyyrents over the sport of climbing.

**Religious Fervor:** The khyyrents are devotees of a religion that believes the abandoned waystations are holy sites. On the way to pay homage to the ancestors who lie buried in the caves below, they wear clerical vestments and carry objects of religious importance, such as censers and small icons. The PCs can use Mysticism to interact with the khyyrents.

## UNIVERSAL COMMUNICATION

Though the khyyrents are curious about the PCs and the reason for their presence on the planet, the khyyrents can't communicate directly at first, as they speak only Karakhyyr. This language isn't just auditory. How the speaker blinks their four eyes plays a key component in distinguishing words from one another. The PCs need to overcome this communication obstacle if they want to deal peacefully with the khyyrents. However, if at any point a PC performs a hostile action, such as aiming a weapon at a khyyrent, all chances for diplomacy are off; in this case, continue with encounter **B**.

The leader asks the PCs who they are and what they're doing here. To the PCs, this sounds like a string of nonsense syllables, but a PC who succeeds at a DC 12 Sense Motive check can tell that the leader is asking them questions. Whether the PCs respond in one of their own languages or stand in silence, the khyyrent leader asks the same questions again, only slower and louder.

During the following interactions with the khyyrents, a PC who succeeds at a DC 15 Perception check notices that when the leader

speaks, they also blink one or more of their eyes in a seemingly deliberate fashion. A PC who then succeeds at a DC 15 Culture or Life Science check realizes that the blinking is part of the creature's speech patterns. If the PCs can keep the khyyrents talking for a few minutes, an observant PC can deduce with a successful DC 15 Culture or Sense Motive check that the leader blinks one or both of his left eyes for long periods when his tone is gentler. If the PC attempting to communicate with the khyyrents does the same thing, they gain a +2 circumstance bonus to their checks.

**Nonverbal Communication:** The PCs can attempt some nonverbal communication with the khyyrent leader to prove their intentions aren't harmful, but not if they have any weapons obviously equipped (sheathed or otherwise stored weapons are fine). A PC who succeeds at a DC 15 Diplomacy check in a soothing tone of voice while holding their hands out to show they aren't armed puts many of the khyyrents at ease. From here, the PCs can try to introduce themselves (probably by pointing to themselves and saying their names slowly and clearly). As long as the PCs refrain from violence or other aggressive actions, one of them can attempt another DC 15 Diplomacy check. On a success, the khyyrents step a little closer out of curiosity. A PC can attempt a third DC 15 Diplomacy check to gain the khyyrent leader's full trust, which allows the PCs to receive one final clue (see Development). Instead of Diplomacy for these checks, a PC can also use the skill related to the group's attitude (see Table 4 on page 15).

**Using Magic:** PCs can use *share language* or other spells to open communication. However, note that this spell works on only one target and requires the caster to touch the target. A PC still must succeed at least one of the Diplomacy checks described above to show the khyyrents that the PC spellcaster means no harm with their touch. If they succeed, the khyyrent leader doesn't attempt the Will saving throw against the spell. Otherwise, if the spellcasting PC attempts to touch a khyyrent without their consent or perform some kind of trickery, they need to succeed at a melee attack against EAC 13 to touch that khyyrent, and the target attempts a Will save against the spell with a total Will save bonus of +3. Even if the spell is successful, the khyyrent leader is none too pleased with the violation, and a PC needs to immediately succeed at a DC 18 Diplomacy check to calm them down and avoid combat.

**Development:** If the PCs fail two skill checks while attempting to communicate with the khyyrents, the group gets irritated and guards attack as described in Encounter **B** on page 14. However, if there is less than an hour left in the session, the khyyrents simply depart in frustration instead of attacking.

On the other hand, if the PCs' attempts at diplomacy are successful, the khyyrent leader understands that the PCs want to know more about their culture. The leader beckons for the PCs to follow them to area **A7**, where they step behind the counter and open a previously undetectable compartment in the floor. The khyyrent leader produces a humming technological device. After flipping a couple of switches, the device begins broadcasting aloud—this is the same message that accidentally piggybacked

## Society Subdermal Graft

As part of the PCs' induction into the Starfinder Society, they can accept a permanent augmentation into one of their hands or appendages. This graft is free, and the PCs retain it beyond this scenario.

### SOCIETY SUBDERMAL GRAFT (SYSTEM HAND)

MODEL	LEVEL	PRICE
SINGLE	1	150

This implant rests underneath the skin of the palm of one hand, or at the end of a tentacle or similar appendage in species that lack hands. The augmentation can be activated or deactivated mentally as a swift action. Activating the implant causes a rendition of the Starfinder Society's symbol to glow underneath the skin. This augmentation acts as a mark, letting others know you are a member of the Starfinder Society. It also increases the light level within 5 feet by one step while active.

onto the Starfinder communique! The khyyrent leader doesn't let the PCs take the device, but the PCs can record the transmission (which is much clearer than the version they heard earlier) for future analysis. The PCs can then return to their starship, having satisfied their mission objectives.

### B. FAILED DIPLOMACY (CR 4)

This combat occurs if PCs fail to establish diplomatic relations with the khyyrents wherever their meeting occurs (likely in **A1** or **A2**).

**Creatures:** Two armed guards step forward to face the off-worlders. The khyyrent guards level their rifles at the PCs and try to stay out of melee combat. If any cover exists, they get behind it. A khyyrent guard flees if reduced to fewer than 6 Hit Points. If that isn't possible, they throw down their weapons and surrender, hoping for mercy.

### LEVELS 1-2 (CR 4)

#### KHYYRENT GUARDS (2)

CR 2

Page 18, art on page 12

**Development:** The other khyyrents flee the waystation and return to their homes. They are much more familiar with the surface terrain than the PCs and can quickly outpace them if the PCs attempt to follow.

### CONCLUSION

With their mission concluded, the PCs set a return course for Absalom Station. The journey takes 1d6 days, and nothing of

consequence happens while they are in the Drift. The *Wanderstar* is given clearance to dock at the station's Arms, where Society agents wait to ensure unreasonable damage hasn't occurred to the vessel and to download information from its scanners. The PCs receive a request to head directly to the Lorespire Complex for a debriefing with Guidance.

They're met by the same holographic image, which asks them to recount everything they saw and did while on the unknown planet. Guidance quietly compares the PCs' reports to data from the *Wanderstar's* sensors to see if they accurately report everything that occurred during the mission; the ship scanners don't know exactly what happened on the surface or within the subterranean waystation, but they did register the PCs' physical state when reboarding. In this way, Guidance can gauge whether the PCs managed to negotiate with the khyyrents or resorted to violence.

During the debriefing, Guidance patiently asks leading questions to ensure the PCs tell the whole story but doesn't otherwise interrupt or offer judgement until everyone has spoken. The AI encourages each PC to detail any of their actions they believe were particularly successful (such as a soldier scoring a devastating blow on an enemy or an envoy turning the tide of a social encounter). Guidance expresses disappointment if a failed first contact with the khyyrents led to a fight, noting that "it isn't within the Society's general principles, but sometimes conflict is unavoidable." If the PCs lie to Guidance, the AI gently rebukes them: "accurate reporting of your mission, even when it doesn't go as planned, is important. Please remember that in the future."

### PRIMARY OBJECTIVES

If the PCs collected at least three pieces of information from the waystation, Guidance declares the final exam to be a success. The AI offers each PC a Society subdermal graft as evidence that they have proved their worth. Guidance also invites the PCs to a festive graduation ceremony to be held later in the evening, where the PCs can mingle with other new agents as well as a handful of venture-captains. Each PC earns 1 Reputation for their chosen faction. *Starfinder Society Intro #2: For the Factions* introduces the factions in greater detail and is an ideal next adventure for players new to Starfinder Society. If running these adventures for a consistent group, consider allowing players to choose which faction they wish to apply First Test's Reputation after playing *For the Factions*. Otherwise, give new players a brief overview of the factions as time permits; for players who are indecisive, the Wayfinders faction is a natural choice for this adventure.

If the group fails to bring back at least three pieces of information, Guidance offers constructive criticism and invites the PCs to train more before attempting their next field trial.

### SECONDARY OBJECTIVES

If the PCs avoided combat with the khyyrents, they complete their secondary objective and earn 1 additional Reputation for their chosen faction.



## APPENDIX 1: TABLES

**TABLE 1: DRIFT EVENTS**

D6	EVENT
1	Asteroid Mystery
2	Close Call
3	Fire Sea
4	Glimpse of Paradise
5	Heap of Trouble
6	Roaming Survey

**TABLE 2: KHYROS BIOMES**

D6	BIOME	ADU BIOME ADAPTATION
1	Arctic	The adus gain resistance 5 to cold and a weakness to fire. In addition, their thick fur imparts a +2 bonus to both EAC and KAC.
2	Desert	The adus gain resistance 5 to fire and a weakness to cold. In addition, they gain the evasion ability.
3	Forest	The adus gain a climb speed of 20 feet. In addition, their teeth have been sharpened by gnawing bark and deal 1d4 bleed damage on a critical hit.
4	Marsh	The adus gain the amphibious and water breathing special abilities. In addition, their bites impart a trace of venom; a PC who is bit by an adu must succeed at a DC 10 Fortitude save or be sickened for 1 round.
5	Mountain	The adus gain a gliding ability that allows them to slow their falls from short heights; falls of 20 feet or less deal an adu no falling damage. In addition, they gain the Spring Attack feat.
6	Plains	The adus increase their speed by 10 feet. In addition, they can pounce, which allows them to move up to half their speed before making a full attack.

**TABLE 3: CLUE LOCATIONS**

D6	BUSTED DRONE	CLIMBING GLOVE	CRACKED DATAPAD	DINGY SOUVENIR	FADED BROCHURE
1	A6	A4	A5	A9	A3
2	A8	A6	A1	A2	A7
3	A3	A5	A9	A1	A6
4	A2	A3	A7	A6	A8
5	A7	A9	A2	A3	A4
6	A5	A1	A8	A4	A9

**TABLE 4: KHYRENT ATTITUDES**

D6	ATTITUDE	ASSOCIATED SKILL
1	Academic Curiosity	Culture
2	Blustery Bravado	Intimidation
3	Cautious Protection	Physical Science
4	Desperate Survival	Survival
5	Excited Nostalgia	Athletics
6	Religious Fervor	Mysticism

## APPENDIX 2: ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures appearing in this adventure, including any variation described in the text. These encounters are written for a group of 5–6 PCs of 1st level. Use the scaling sidebars for each encounter to adjust the encounters for a group of 4 PCs. For groups of different levels, consult the *Guide to Organized Play: Starfinder Society* for instructions.

### ENCOUNTER A8

#### SKELETAL KHYVRENTS (4) CR 1/2

Variant skeletal undead (*Starfinder Alien Archive* 114)

NE Medium undead

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

**DEFENSE** **HP** 13 EACH

**EAC** 10; **KAC** 12

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

**DR** 2/magic; **Immunities** cold, undead immunities

#### OFFENSE

**Speed** 30 ft.

**Melee** claw +6 (1d6+3 S plus grab)

#### STATISTICS

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

**Skills** Athletics +9

**Other Abilities** mindless, unliving

### Scaling Encounter A8

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

The skeletal khyvrents are staggered for the first round as they pull themselves up out of the rubble.

## ENCOUNTER A9

**ADUS (2)****CR 1**Variant medium predator (*Starfinder Alien Archive 2* 102)

N Medium animal

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +5**DEFENSE** **HP 20 EACH****EAC** 11; **KAC** 13**Fort** +3; **Ref** +3; **Will** +1**OFFENSE****Speed** 40 ft.**Melee** bite +7 (1d6+3 P)**STATISTICS****Str** +2; **Dex** +2; **Con** +2; **Int** -4; **Wis** +1; **Cha** -2**Skills** Acrobatics +5, Athletics +4, Stealth +5**Other Abilities** biome adaptation, compression**SPECIAL ABILITIES****Biome Adaptation (Ex)** An adu has a specific resistance or ability, depending on the biome in which the waystation is found (see Table 2 on Page 15).**Scaling Encounter A9**

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

The adus have recently eaten a meal that is disagreeing with them. They are sickened for the entirety of the encounter.



## ENCOUNTER B

**KHYARENT GUARDS (2) CR 2**

N Medium humanoid (khyarent)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +12

**DEFENSE** **HP 25 EACH**

**EAC** 13; **KAC** 15; +4 vs. attempts to disarm

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

**OFFENSE**

**Speed** 30 ft.

**Melee** survival knife +7 (1d4+3 S)

**Ranged** autotarget rifle +10 (1d6+2 P)

**STATISTICS**

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

**Skills** Athletics +7 (+12 to climb), Intimidate +7, Survival +7

**Feats** Mobility

**Languages** Karakhyrr

**Gear** freebooter armor I, autotarget rifle with 16 longarm rounds, survival knife

**Scaling Encounter B**

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

The skeletal khyarents are staggered for the first round as they pull themselves up out of the rubble.

APPENDIX 3: GAME AIDS



**GUIDANCE**



**KHYRENT**



**ADU**



**SKELETAL KHYRENT**



DINGY SOUVENIR



## ORGANIZED PLAY

### REWARDS TABLE

ENCOUNTER	LEVEL 1-2 REWARD
A8	220 credits
A9	260 credits
B	240 credits

### REWARD CONDITIONS

The PCs earn the rewards for each area if they meet the conditions listed below.

**A8:** The PCs keep these rewards if they defeat the skeletal khyyrents in the infirmary.

**A9:** The PCs keep these rewards if they defeat the adus.

**B:** The PCs keep these rewards if they negotiate with or defeat the khyyrent explorers.



## Event Reporting Form

Date \_\_\_\_\_ Event Code: \_\_\_\_\_

Location \_\_\_\_\_

GM Org Play #: -7	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	Reputation Earned:

Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -7		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ( ) <input type="checkbox"/>	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	
Level				

Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -7		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ( ) <input type="checkbox"/>	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	
Level				

Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -7		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ( ) <input type="checkbox"/>	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	
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Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -7		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ( ) <input type="checkbox"/>	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	
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Character Name:		Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Org Play #: -7		<input type="checkbox"/> Acquisitives <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Second Seekers ( ) <input type="checkbox"/>	<input type="checkbox"/> Dataphiles <input type="checkbox"/> Wayfinders	
Level				

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# Intro #1: The First Test

Character Chronicle #

<p style="text-align: center;">Character Name _____ Organized Play # _____ Character # _____ Faction _____</p>		LEVELS	<input type="checkbox"/> Normal Max Credits
		1-2	720
Adventure Summary			
<p>You visit an uncharted planet to investigate the source of a strange transmission, eventually exploring an abandoned underground facility. After discovering several clues left behind by the structure's previous inhabitants, you met members of the local sapient species. Whether or not you treated diplomatically with the new sapient species, you returned with examples of their culture that require further study. <input type="checkbox"/> You proved to Guidance that you're ready to become a fully fledged Starfinder, or <input type="checkbox"/> Guidance urged you to continue your training before attempting your first test as a Starfinder again.</p>			
Boons			
<p>Congratulations on completing the adventure! You've earned Starfinder Society Achievement Points, a currency that can be redeemed on our website at <a href="http://paizo.com">paizo.com</a> for special character boons, such as Society Subdermal Graft! To redeem your Achievement Points, go to <a href="http://paizo.com/organizedPlay/myAccount">paizo.com/organizedPlay/myAccount</a> and click on the Boons tab. Note that you must have created a <a href="http://paizo.com">paizo.com</a> account and registered a character before you can begin making Achievement Point transactions.</p> <p>This adventure qualifies you for a unique Achievement Point boon: <b>Society Subdermal Graft</b>.</p>			
Levels 1-2			
<p><i>mk 1 ring of resistance</i> (735 credits; item level 2) <i>grappler</i> (700 credits; item level 2)</p>			
Reputation			
Faction _____ Reputation _____	Faction _____ Reputation _____		
Faction _____ Reputation _____	Infamy _____		
MAX CREDITS			
		LEVELS	<input type="checkbox"/> Normal
		Out of Level	-
		LEVELS	<input type="checkbox"/> Normal
		-	-
		LEVELS	<input type="checkbox"/> Normal
		-	-
EXPERIENCE			
		Starting XP	
		+	XP Gained (GM ONLY)
		=	Final XP Total
CREDITS			
		Starting Credits	
		+	Credits Garnered (GM ONLY)
		+	Day Job (GM ONLY)
		-	Credits Spent
		=	Total

**For GM Only**

EVENT	EVENT CODE	DATE	GM Organized Play #
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