

YEAR OF SCOURED STARS
STARFINDER SOCIETY SCENARIO #1-24, TIER 1-4



SIEGE OF ENLIGHTENMENT

BY TINEKE BOLLEMAN





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HOW TO PLAY

Starfinder Society Scenario #1-24: Siege of Enlightenment is a Starfinder Society Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the Starfinder Society Roleplaying Guild campaign, but can easily be adapted for use with any world. For more information on the Roleplaying Guild, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.



Table of Contents

Siege of Enlightenment	3
Handouts	23
Appendix	24
Chronicle Sheet	27

GM RESOURCES

Siege of Enlightenment makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Alien Archive 2*, 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 sfrd.info, and the relevant rules from the *Alien Archive* volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

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



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SIEGE OF ENLIGHTENMENT

BY TINEKE BOLLEMAN



The Marixah Republic is a small starfaring nation in Near Space, originally formed by a variety of species that left their home systems during the Gap to travel to unclaimed worlds. Many of these explorers and settlers came from the Golarion system, while others came from different parts of the galaxy. The Marixah Republic is named for the first world these settlers inhabited, though it has since spread to occupy the entirety of its star system, as well as a handful of mining and trade colonies in different star systems. The republic and the Pact Worlds remain on generally cordial terms, though the republic has repeatedly postured itself as an equal to the Pact Worlds in trade and diplomatic negotiations. Dozens of species hold citizen status within the republic, including an abundance of humans, half-elves and half-orcs who joined the nascent confederation at some point during the Gap. The republic is also home to a relatively high number of hobgoblins (*Starfinder Alien Archive* 276) who once maintained their own empire, prior to the republic's formation, in the same region of space.

In recent years, the Marixah Republic has become involved in an ongoing conflict with another nearby power: the Gideron Authority. The authority is a militarized civilization, also in Near Space, that has recently begun a series of rapid expansions following a brutal military coup. Much like the Marixah Republic, the authority rose up as a conglomeration of various species who had settled on particularly harsh worlds within Near Space, though hobgoblins remain the predominant force and form much of the authority's military leadership. The Pact Worlds have few formal ties with the Gideron Authority, though covert arms deals sponsored by the Zeizerer drow household link the two powers.

The conflict between the Marixah Republic and the Gideron Authority has recently escalated, with the authority blockading sections of the Marixah Republic's territory. While the conflict has so far been restricted to space battles, the fears of ground invasions or incursions into more important territory escalate with each passing month. Since the Marixah Republic vehemently maintains its status as a sovereign territory, the Pact Council remains divided on providing aid despite their ongoing trade relations.

Over the last 3 months, the Gideron Authority has become bolder with its incursions into territories occupied by republic forces. The most audacious event was the incursion of a small scouting flotilla into the Acalata system, which contained several minor Marixah outposts. The Gideron fleet performed only a brief

Where in the Universe?

Siege of Enlightenment takes place on Sansorgis, a mineral-rich planet in the Acalata system. The world hosts a mining outpost of the Marixah Republic. Its dry climate doesn't lend itself well to agriculture, preventing larger-scale colonization, but its high yield of rare metals offsets the cost of having to supply the outpost from off-world.

SANSORGIS

The Dustbowl

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

Atmosphere: Normal; **Day:** 2 days; **Year:** 1 year

sensor sweep before exiting the system, but Marixah stations detected the incursion, and while the worlds of Acalata aren't of particular value, the republic recognized the need to abandon several of their research and mining outposts before the Gideron Authority returned in force.

Following this strategic decision, the republic has begun evacuating its major settlements and operations within the Acalata system. In the process, Marixah forces identified several sites of archaeological interest. The most predominant of these ruins is an old outpost on the planet Sansorgis that belonged to a pre-Drift hobgoblin empire that existed within the region sometime during the Gap. The site, an old hobgoblin military installation, has been mostly covered by shifting terrain over time, and the republic has had repeated difficulty exploring the site. During the initial stages of evacuation, security forces from the outpost on Sansorgis attempted a brief reconnaissance of the hobgoblin ruins, but the mission managed only to penetrate the outer door before automated defenses chased the explorers away.

Since the Marixah Republic lacks the resources necessary to properly catalogue the ruins before the system is expected to fall into Gideron control, it has reached out to other organizations offering contracts to assist. Most recently, the Marixah Republic has contacted the Starfinder Society to mount an emergency

expedition to Sansorgis. The mission allows Starfinders to catalogue the ruins in exchange for any assistance the Society can offer in the ongoing evacuation from Sansorgis.

Meanwhile, the team that attempted the initial reconnaissance of the hobgoblin ruins accidentally brought a problem back to their settlement: a small group of computer glitch gremlins (*Starfinder Alien Archive* 2 68). These capricious fey were responsible for the original abandonment of the hobgoblin outpost and remained dormant within the durable hobgoblin computer systems. When the Marixah reconnaissance disturbed the area, the gremlins trailed them back to their settlement and have begun infecting the outpost's computers. It's because of these glitch gremlins that the outpost has failed to successfully execute its evacuation, leaving the remaining colonists stranded until the gremlin threat can be identified and dealt with—if not, the colonists could find themselves at the mercy of the Gideron Authority!

SUMMARY

The PCs begin on Absalom Station, where Venture-Captain Arvin briefs them on the situation between the Marixah Republic and the Gideron Authority. The republic has offered the Starfinder Society rights to explore a potentially threatened archaeological site in exchange for aid in evacuating a nearby outpost.

Once the PCs enter the Acalata system, a vanguard starship from the Gideron Authority approaches with the intent of seizing the PCs' vessel. This hostile starship refuses to acknowledge the PCs' documentation. After a short battle, the PCs manage to disable or drive off the Gideron vessel, which promptly enters the Drift. Following this starship combat encounter, the PCs can approach the mining colony.

Once in orbit of the colony, the PCs detect an erratic signal from the remaining Marixah settlement near the designated archaeological site. Landing at the settlement, the PCs meet with some of the remaining republic forces. Malfunctioning computers have plagued the evacuating colonists, preventing them from departing. Investigating the ship hangar, the PCs find an infestation of computer glitch gremlins. After disposing of the gremlin nuisance, the PCs can repair the outpost's systems and ensure the colony's safe evacuation.

After the systems are repaired, the last colonists tell the PCs what they know about the nearby ruins and then depart. The PCs travel to the ruins and find several chambers with long-abandoned equipment and lore about the defunct hobgoblin

empire. Several magical and technological hybrid defenders guard the entrance, while imprisoned outsiders dwell deeper in the complex. The planet's dry atmosphere has preserved the computers deeper in the complex, which also holds a trapped and bored ja noi oni (*Starfinder Alien Archive* 2 88) and its personal pets. Only by defeating the oni guardian can the PCs can extract crucial information about other outposts belonging the old hobgoblin empire and uncover a trove of new archaeological sites for the Starfinder Society to explore!

GETTING STARTED

Venture-Captain Arvin (N male damaya lashunta mystic) summons the PCs for an immediate briefing in his office at the Lorespire Complex on Absalom Station. Read or paraphrase the following to get the adventure under way.

Venture-Captain Arvin stands up from behind his desk. "Welcome Starfinders. As time is of the essence, I felt the interruption in your routine was warranted. Please take a seat." Venture-Captain Arvin gestures to the chairs in his office. He folds his hands behind his back before continuing.

"This morning I received an official contract from the Marixah Republic. The

republic is a small starfaring nation located in Near Space. They have been involved in an ongoing conflict with another nation in Near Space, the Gideron Authority, but the conflict between the two powers has recently escalated. A few days ago, Gideron sent a scouting flotilla into the Acalata system, where the republic has several mining colonies. The Marixah settlements detected the incursion, and they fear this event might be the precursor to a contained invasion of Acalata, so they've begun evacuating their settlements and operations within the Acalata system. During the evacuation, the republic identified several sites of archaeological interest. The contract we have with the republic is that we are free to explore the ruins on the planet Sansorgis. In return, we provide aid in the ongoing evacuation."

Arvin sits down at his desk and pulls out a small stack of datapads. "I have secured diplomatic documentation for all of you, establishing you as investigators from a neutral party. There are two sets of documents." Arvin carefully hands out the small datapads and then holds up a second, larger datapad bearing the Pact Worlds emblem.

"Keep those datapads with you at all times, as they could save your life if this conflict escalates. Your individual documentation on the smaller datapads should suffice, but if not, this larger pad contains several documents granting you a measure of diplomatic immunity by the authority of the Pact Worlds. It's



Venture-Captain Arvin

something the Society rarely invokes, and you should only use it if the situation is dire—by which I mean your starship is about to explode or you're being boarded. That level of dire. Its use could potentially draw the Pact Worlds into this conflict, something we would rather avoid. I know this is a lot of information to take in, but I don't want to send you to a potential warzone unprepared. I have also sent a small info package regarding the situation to your comm units. Your preferred starship will be transferred immediately to the docks. Unless there are any questions, please pack as quickly as you can. The window of opportunity on this mission is short."

Provide the players with **Handout #1: Arvin's Upload** (see page 23) at the end of the briefing to represent the data upload Arvin distributes to each PC's comm unit. The PCs may have several questions for Venture-Captain Arvin prior to their departure. The following are likely questions the PCs may ask, and the venture-captain's answers.

What ship should we take? "You'll likely want to take a Drake or the Pegasus hull, but the ultimate choice is up to you. Both ships have their own strengths and weaknesses, though the Drake's increased armaments might help deter any issues if the Gideron Authority shows up. Whichever ship you choose will be ready for you in Docking Bay 27 when you are ready to leave."

Can you summarize the mission? "To restate your mission: travel to the planet Sansorgis in the Acalata system. Provide any aid the colonists on the planet need to evacuate. Then, travel to the designated archaeological site to perform an inspection. Transcribe—digitally, of course—as much information as can be found, and bring any important relics contained within the site back with you."

What are we looking for in the ruins? "Since we don't know what state the ruins are in, bring back anything that might prove useful. If it is nothing more than foundations, map them. If it is still accessible, bring back any relics, art, or information you can find."

What do we know about the Marixah Republic and the Gideron Authority? Venture-Captain Arvin can repeat the information contained in **Handout #1**.

What can we do if the Gideron Authority tries to stop us? "The documents I provided you with establish us as a neutral party in this conflict. While we are there to provide aid, it is simply a business transaction. Our form of payment, the chance to explore those ruins, is just a bit more unorthodox than usual. If things truly escalate, you can use the second datapad I provided you with to invoke diplomatic immunity. But only use that as a last resort. If you can dissuade any Gideron aggression with a bloodless starship fight, that'd far better than using these documents. I care greatly about your safety, but getting the Pact Worlds potentially involved in a war is a situation best avoided if possible."

After completing their briefing with Venture Arvin, the PCs can slot their boons for this session. With access to a starship, the PCs should be encouraged to slot any starship boons they may have, but there are no specific boons relevant to this scenario.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about the Gideron Authority. They learn all of the information whose DC is equal to or less than the result of their check.

15+: The Gideron Authority used to have an elected council as a ruling body, but in a recent coup, the military has taken command of the government.

20+: Very little information has left the Gideron home system or its colonies since the military coup, making it hard for diplomatic parties to properly assess the situation. The information that does emerge appears to be mostly propaganda. Their starship captains are reputedly bloodthirsty and often shoot first and ask questions later when entering a conflict zone.

25+: The Pact Worlds have very few formal ties with the Gideron Authority, and the only solid link between the two nations are covert arms deals provided by the Zeizerer drow household. Most Gideron ships employ powerful ramming prows that make them deadly when engaged at close range.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about the Marixah Republic. They learn all of the information whose DC is equal to or less than the result of their check.

10+: While the species that form the citizenry of the Marixah Republic came together during the Gap, the republic wasn't formally established until the aftermath of the Gap, when the constituent planets realized how far they were from other systems. The Marixah Republic formed a democratic government to better represent the different needs and wishes of its diverse population.

15+: While the conflict between the Gideron Authority and the Marixah Republic has so far been restricted to space battles, fears of ground invasions or incursions escalate with each passing month. Since the Marixah Republic has vehemently maintained its status a sovereign territory, the Pact Council has remained split on whether to provide aid, despite the brisk trade that the two systems enjoy with one another.

20+: Scholars surmise that the Marixah Republic contains a relatively high number of hobgoblins because hobgoblins maintained an empire of their own in the same section of space prior to the republic's formation. Many Marixah outposts are located near ancient hobgoblin military installations, and the Acalata system is believed to contain at least one such complex.

TRAVEL TO SANSORGIS

Travel to Sansorgis takes 5d6 days through the Drift, and the journey is mostly uneventful. Have the PCs decide on their starship roles prior to travel. Once the PCs' starship exits the Drift near Sansorgis, the ship computer gives off a warning: a solar particle event known as a proton storm is occurring in the system. The

Scaling Encounter A

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

Both Subtiers: The *Susumu's Sword* has only one gunner instead of two. Any other crew members substituting for the second gunner have a gunnery bonus of +6 in Subtier 1–2 and +9 in Subtier 3–4.

science office can use the ship's scanners to scan the storm and learn more about this phenomenon. If the scanning PC succeeds at a DC 12 Computers check, they learn all the information provided in the Hazard entry for encounter **A** below. The PC also discovers that while the particles can harm a starship, the planet itself is safe, protected by its atmosphere.

A. REACH OF AUTHORITY

As the PCs approach Sansorgis, a Gideron Authority starship uses the proton storm as a distraction to get close to the PCs' ship and block their approach to the planet. The Gideron starship then hails the PCs. If the PCs accept the communication, they

receive a transmission displaying a muscular female hobgoblin in a stylized military uniform. The hobgoblin introduces herself as Captain Odrakor of the Gideron Authority starship *Susumu's Sword*. Captain Odrakor refuses to acknowledge the PCs' Marixah-provided documentation and demands the PCs depart the system, or else she will seize their starship in the name of the Gideron Authority.

If the PCs attempt to flee to the planet, the *Susumu's Sword* follows in tight pursuit; the PCs must drive off the opposing starship to have enough time to land on Sansorgis safely. If they flee the system entirely, the captain doesn't pursue, but the PCs' mission is a failure.

Hazard: The proton storm creates an ongoing hazard in the marked hexes. These lines represent the high-intensity protons sent out by the system's sun. Starships can fly through these marked areas and the lines do not block line of sight or line of effect. However, the storms nevertheless represent significant danger. The protons and other particles have such high energy that they bypass starship shields. Ships that fly through or end their movement in a marked hex take 1d6 damage directly to their Hull Points (2d6 in Subtier 3–4). Tracking weapons that fly through an affected hex take enough damage that they are immediately destroyed.

Starship Combat: The Gideron vessel aggressively pursues the PCs and employs two dedicated gunners, while also giving up other roles to fire more weapons. The *Susumu's Sword* tries to catch the PCs' vessel in its front arc as frequently as possible, as the ship has a typical Gideron weapon installed: a ramming prow (see page 8). *Susumu's Sword* tries to use this weapon to push the PCs' vessel into areas affected by the proton storm, knowing the storm will cause further damage.

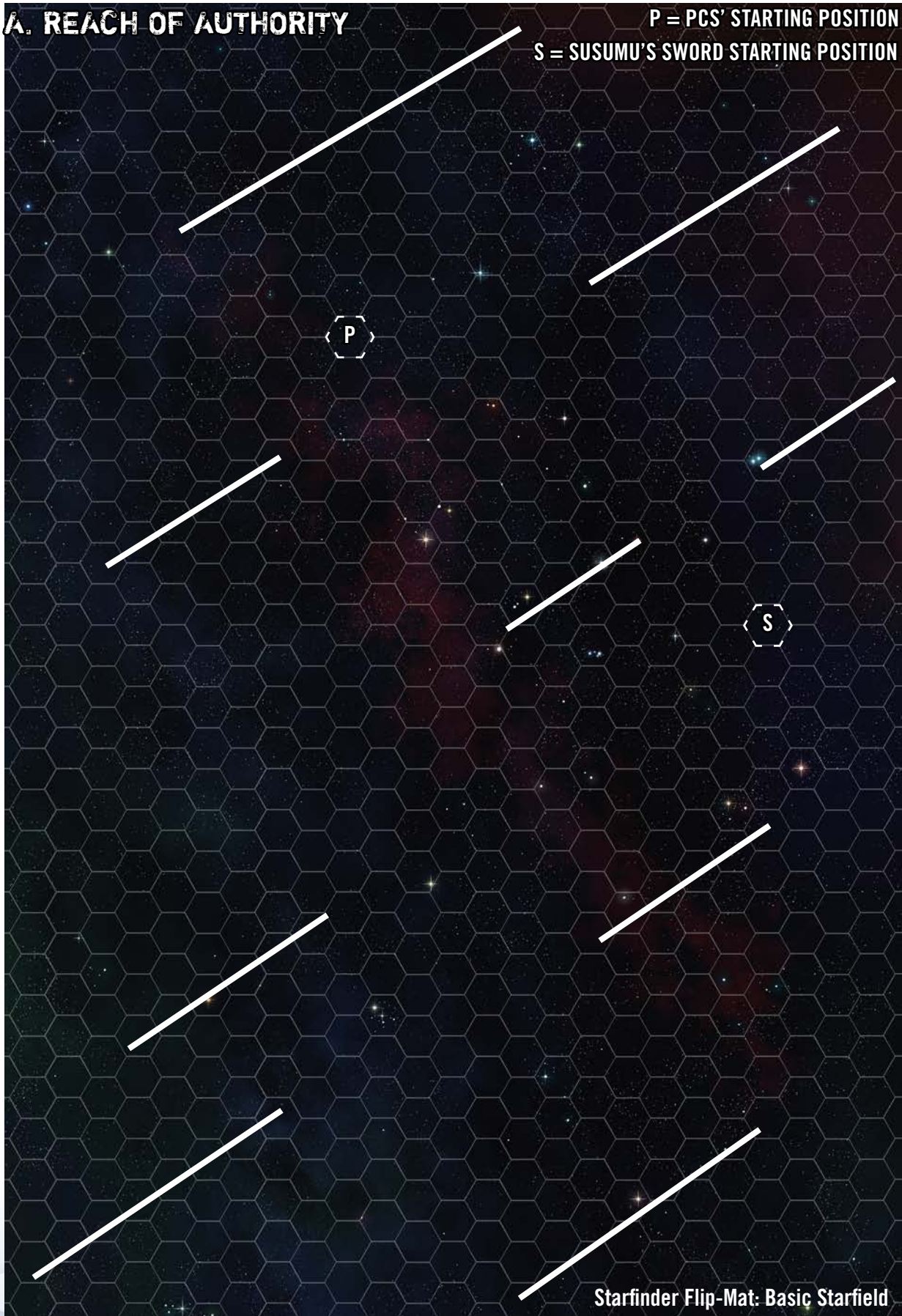
Aggressive but not stupid, the Gideron vessel withdraws if it is reduced to 8 Hull Points or less. Captain Odrakor acknowledges the PCs' victory, albeit sourly. She then announces her departure from the Acalata system, but she promises that her starship was merely a vanguard scout and further Gideron forces are on the way. A PC who succeeds at a DC 20 Sense Motive check can tell that she's not lying about a larger force, but that she is somewhat exaggerating the timing.



Susumu's
Sword

A. REACH OF AUTHORITY

P = PCS' STARTING POSITION
S = SUSUMU'S SWORD STARTING POSITION



Starfinder Flip-Mat: Basic Starfield

SUBTIER 1-2

SUSUMU'S SWORD

TIER 2

Medium explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1**AC** 14; **TL** 12**HP** 55; **DT** —; **CT** 11**Shields** basic 40 (forward 10, port 10, starboard 10, aft 10)**Attack (Forward)** ramming prow (2d4; see below)**Attack (Port)** light laser cannon (2d4)**Attack (Starboard)** light laser cannon (2d4)**Attack (Turret)** coilgun (4d4)**Power Core** Arcus Heavy (130 PCU); **Drift****Engine** Signal Basic; **Systems** basic mid-range sensors, crew quarters (common), mk 1 mononode computer, mk 2 armor; **Expansion****Bays** cargo holds (2), medical bay, recreation suite (gym)**Modifiers** +1 any one check per round, +2 Computers (sensors only), +1 Piloting; **Complement** 6

CREW

Captain Computers +5 (1 rank), Diplomacy +8 (2 ranks), Engineering +5 (1 rank), gunnery +6, Intimidate +10 (2 ranks), Piloting +5 (1 rank)**Engineer** Engineering +5 (2 ranks)**Gunners (2)** gunnery +6**Pilot** Piloting +5 (2 ranks)**Science Officer** Computers +5 (2 ranks)

SPECIAL ABILITIES

Ramming Prow If a ship with a ramming prow ends its movement adjacent to an enemy ship in its forward arc, or if an enemy ship enters its space on the forward side, the *Susumu's Sword* can ram that ship. This requires a gunner to attempt a gunnery check against the enemy ship's AC. On a hit, the ramming attack deals damage directly to the enemy ship's Hull Points, bypassing shields. The attack also pushes the target ship 1 hex in the direction the attacking ship is facing for every 5 by which the gunnery check result exceeds the target's AC. If a ship with a ramming prow attempts to ram a target, it cannot attempt any attacks with its other weapons in that round.

SUBTIER 3-4

SUSUMU'S SWORD

TIER 4

Medium explorer

Speed 8; **Maneuverability** good (turn 1); **Drift** 1**AC** 18; **TL** 15**HP** 65; **DT** —; **CT** 13**Shields** light 80 (forward 20, port 20, starboard 20, aft 20)**Attack (Forward)** ramming prow (3d4; see below)**Attack (Port)** light particle beam (3d6)**Attack (Starboard)** light particle beam (3d6)**Attack (Turret)** linked coilguns (8d4)**Power Core** Pulse Green (150 PCU); **Drift****Engine** Signal Basic; **Systems** basic

mid-range sensors, crew quarters (common), mk 1 defenses, mk 1 mononode computer, mk 4

armor; **Expansion Bays** cargo holds (2), medical bay, recreation suite (gym)**Modifiers** +1 any one check per round, +2 Computers (sensors only), +1 Piloting; **Complement** 6

CREW

Captain Computers +8 (4 ranks), Diplomacy +10 (4 ranks), Engineering +8 (4 ranks), gunnery +9, Intimidate +15 (4 ranks), Piloting +8 (4 ranks)**Engineer** Engineering +8 (4 ranks)**Gunners (2)** gunnery +10**Pilot** Piloting +8 (4 ranks)**Science Officer** Computers +8 (4 ranks)

SPECIAL ABILITIES

Ramming Prow If a ship with a ramming prow ends its movement adjacent to an enemy ship in its forward arc, or if an enemy ship enters its space

on the forward side, the *Susumu's Sword* can ram that ship. This requires a gunner to attempt a gunnery check against the enemy ship's AC. On a hit, the ramming attack deals damage directly to the enemy ship's Hull Points, bypassing shields. The attack also pushes the target ship 1 hex in the direction the attacking ship is facing for every 5 by which the gunnery check result exceeds the target's AC. If a ship with a ramming prow attempts to ram a target, it cannot attempt any attacks with its other weapons in that round.

Infamy: If the PCs force the *Susumu's Sword* to surrender or reduce the ship to 0 Hull Points, the combat ends. If the PCs decide to enact a "no witnesses" policy and intentionally destroy the crippled *Susumu's Sword*, they each gain 1 Infamy. PCs gaining this Infamy still earn the Victory over Authority boon on their Chronicle sheets.

Development: If the PCs fight off the Gideron vessel, it surrenders and does not return. If the PCs fail, however, Captain Odrakor boards their ship with a complement of hobgoblin shock troops to take the PCs prisoner and confiscate their vessel. The second datapad Venture-Captain Arvin provided the PCs during the initial briefing contains documents that call upon the authority of the Pact Worlds. If shown these documents (or once the hobgoblins stumble upon them, if the PCs don't think to show

them), Captain Odrakor backs off and lets the PCs go, herself not keen on the potential of drawing the Pact Worlds into the war alongside the Marixah Republic. After a few hours, the PCs can perform enough repairs to get their ship well enough to travel the rest of the way to Sansorgis.

If the PCs defeat *Susumu's Sword*, each PC earns the Victory over Authority boon on their Chronicle sheet.

Rewards: If the PCs fail to defeat *Susumu's Sword*, reduce each PC's credits earned by the amount listed below.

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

Out of Subtier: Reduce each PC's credits earned by 165.

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

SANSORGIS OUTPOST

After their encounter with the Gideron Authority starship (whether they were victorious or had to use their diplomatic immunity to remain free), the PCs can contact the Marixah Republic mining colony on Sansorgis. The signal with the colony is bad, cutting out several times and providing the PCs with startling amounts of static along with basic landing instructions. A PC who succeeds at a DC 16 Perception check while listening to the messages makes out repeated chuckling noises within the static burst—chatter from the computer glitch gremlins inhabiting the outpost's computer systems.

As they approach the planet, the PCs can view Sansorgis on the ship's view screen. The world has no seas, though there are icecaps at the poles, and there is very little cloud cover. Massive trenches are visible while landing, evidence of the Marixah Republic's ongoing strip mining of the world. The ship's science officer can attempt a DC 15 Life Science and Physical Science check as they land. On a successful Life Science check, the science officer determines that outside of the colony itself, there is no animal life on the planet—only plant life. With a success on the Physical Science check, they detect large mineral and ore deposits close to the surface.

The settlement the PCs approach sits at the end of one of the large trenches. During the PCs' approach, the colony sends another communication. The signal is once again choppy, but enough to guide the PCs to the settlement's landing pad without incident. The cackling within the static is also audible during this message.

When the PCs disembark, they are greeted by the remaining security forces, led by Corporal **Kalyavata** (LN female half-elf soldier). A relatively young half-elf, Corporal Kalyavata greets the PCs with a firm handshake. She's clearly relieved to see the Starfinders. Kalyavata leads the PCs back to a prefab cantina near the landing site where she introduces the PCs to Chief Engineer **Kerchatu** (N male human). Kerchatu is a middle-aged human, his hands lined with grease stains that any PC can feel when accepting his hearty handshake.

Kerchatu explains that the settlement is almost evacuated, and only a few security personnel and engineers are left to extricate remaining equipment. Marixah command tasked this group with dismantling the last of the machinery to load onto

a cargo freighter, but numerous computer glitches have plagued the group for days, preventing them from properly evacuating valuable equipment and personnel. The freighter is ready to depart, but it is locked in the colony's hangar. Trying to get the ship out without the hangar working properly could seriously damage the ship, potentially stranding the colonists on Sansorgis. So far, the remaining colonist's investigations have led them in circles, but perhaps with the PCs' aid, they can find out what is causing the systems to malfunction.

If the PCs agree to assist, relief is easily readable on both Kalyavata's and Kerchatu's faces. The two offer to lead the PCs to the colony's hangar so they can investigate. Kerchatu explains that the hangar once housed more ships, but once the mining colony had been settled, they had less need to house multiple ships. Part of the hangar has been refurbished into factory space and simple living quarters.

If the PCs refuse to help, Kalyavata grows far more serious. She reminds the PCs that their aid in the evacuation was part of the deal with the Starfinder Society. If calling upon their sense of law and contractual duty doesn't work, she shifts to appealing to their decency and points out that leaving the engineers and security forces behind could mean the capture, maybe even death, of everyone still in the colony at the hand of the Gideron Authority. Should the PCs still refuse to help the remaining colonists, Kalyavata escorts them out of the settlement, providing no information about the ruins.

Infamy: PCs refusing to help the colonists gain 1 Infamy. They also lose out on all treasure in area **B**; reduce their credits earned as indicated on page 13.

B. SANSORGIS HANGAR BAY (CR 3 OR CR 5)

This hangar bay is an older, well-used space compartmentalized into several smaller rooms. Scattered ceiling and wall lighting flickers at irregular intervals. The air circulation system emits a constant low whine, as if its fans battle ongoing resistance. The smell of ozone wafts down the corridors without a discernible source.

The hangar is a multipurpose building, serving both as housing and workshops as well as protected docking for a small starship. The ceilings here reach a height of 18 feet. With the lights not properly working, every area is considered an area of dim light. Several robotic manipulator arms emerge from sections of the walls, originally intended to help with maintenance tasks.

A group of computer glitch gremlins has infested the hangar after hitching a ride with the Sansorgis colonists who inspected the nearby hobgoblin ruins. In the days since, the gremlins have caused countless outpost systems to malfunction, leaving the colonists trapped.

Hangar Failures: The gremlins have already damaged the hangar during their time within the computer systems, but the area is not yet beyond the point of no return.

B. SANSORGIS HANGAR BAY

A = ROBOTIC ARM

T = TERMINAL

H = HAZARD



1 SQUARE = 5 FEET

Starfinder Flip-Mat: Space Station

During this encounter, the PCs' actions—most often caused by failed skill checks, detailed below—might trigger additional system failures, each of which the GM should track. The more failures the PCs cause, the more extensive the repairs, and the more effort the colonists must expend to reach their ship and get to safety. A group can incur nine failures (12 for a group of four PCs) before the hangar is so damaged that the colonists can spare no gear with which to reward the PCs.

Flushing the Gremlins: There are several computer terminals marked on the map throughout the hangar area. A PC who succeeds at a DC 15 Computers or a DC 17 Engineering check at one of the terminals in the hangar realizes that something has infected the systems and can develop a strategy to flush out the contaminant gremlins, as described below. A PC who fails this check finds no indication of what is amiss but can try again at a different computer terminal; this is not treated as a failure for the purpose of the PCs' rewards. If no PCs are trained in Computers or Engineering, they can ask Kerchatu for help. He and one of his fellow engineers successfully perform the actions required to flush the gremlins out (as described below), but requesting this assistance accrues three failures as Kerchatu's team accidentally activates more glitches.

To flush out the gremlins, the PCs need to succeed at different skill checks at different computer stations in unison. A party of five or fewer PCs needs to succeed at checks at two terminals. A party of six or more PCs needs to succeed at checks at three terminals. The terminals are relatively small, and only two Medium or smaller PCs (or one Large PC) can work together at one terminal. For a party of four, a PC must succeed at a DC 16 Computers check at one terminal and a different PC must succeed at a successful DC 16 Engineering check at a second terminal (DC 18 for both checks in Subtier 3–4). For a party of six or more, a third successful check (Computers or Engineering) is required at a third terminal. Kerchatu and his assistant can operate one of the terminals if asked, making a check with a +8 bonus total.

If any of the PCs fail this check, the gremlins get agitated, and something obviously breaks: smoke pours out of a console, a shower of sparks fly from unattended machinery, and so forth. This earns the PCs one failure, but they can try again.

Once the PCs succeed at the listed checks, the gremlins emerge from the terminals (see the Creatures entry below).

Alternate Uses: A PC adjacent to a terminal can spend a full action to have the terminal to perform one of the following actions. The gremlins can also spend a full action to perform one of these actions, but they need not be adjacent to a terminal.

- Emit smoke from nearby electronics. Smoke blocks a 10-foot square that can be centered on any location within 30 feet of the terminal. A character who inhales heavy smoke must attempt a Fortitude save each round they remain within the smoke (DC = 15 + 1 per previous check) or spend that round choking and coughing and doing nothing else. A character who chokes for 2 or more consecutive rounds takes 1d6 nonlethal damage at the end of their action. Smoke

Scaling Encounter B

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

Subtier 1–2: Remove one computer glitch gremlin, and all glitch gremlins have used their *jolting surge* spell-like ability.

Subtier 3–4: Remove one upgraded computer glitch gremlin, and all upgraded computer glitch gremlins have used their *jolting surge* spell-like ability.

obscures vision, granting concealment (20% miss chance) to creatures within it. The smoke lasts for 1 round. Gremlins can use this ability at any range.

- Overload a relay, console, or other powered piece of equipment. This affects a 5-foot square and deals 1d6 electricity damage (2d6 in Subtier 3–4) to creatures in the targeted square. This causes one failure, whether the gremlins or the PCs take this action. The gremlins can use this ability while within 15 feet of the affected area.
- Manipulate a robot arm within 60 feet of the terminal. A robot arm has 10-foot reach and can make a melee attack with a bonus equal to its operator's total skill bonus in Computers or Engineering, whichever is higher. If the arm hits, it deals 1d6+1 bludgeoning damage (2d6+2 in Subtier 3–4). Gremlins can use this ability while within 30 feet of the affected robotic arm.

Hazards: Several systems have broken down. In the squares marked as hazards, cables hang down or machines are going haywire. A creature moving through a hazard area takes 1d3 electricity damage per 5 feet of movement through the area.

Creatures: Once the PCs flush the gremlins out, the creatures attack. Outside of the computer systems, the computer glitch gremlins are weak creatures. Unable to do much damage on their own, the gremlins use hit-and-run tactics against the PCs, with one of them casting *jolting surge* while the others spend actions to use the terminal abilities listed above. The strongest gremlin of the group acts as a boss, harassing the other gremlins to continue fighting.

SUBTIER 1–2 (CR 3)

BOSS COMPUTER GLITCH GREMLIN

CR 1

Variant computer glitch gremlin (*Starfinder Alien Archive* 2 68; see page 24)

LE Small fey

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

HP 16

EAC 10; **KAC** 11

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

Scaling Encounter C1

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

Both Subtiers: Remove one terra-cotta spider.

Defensive Abilities networked technomancy;

Resistances cold 5, electricity 5; **SR** 11

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +4 (1d4 P plus glitch module, DC 10) or assault hammer +4 (1d6 B)

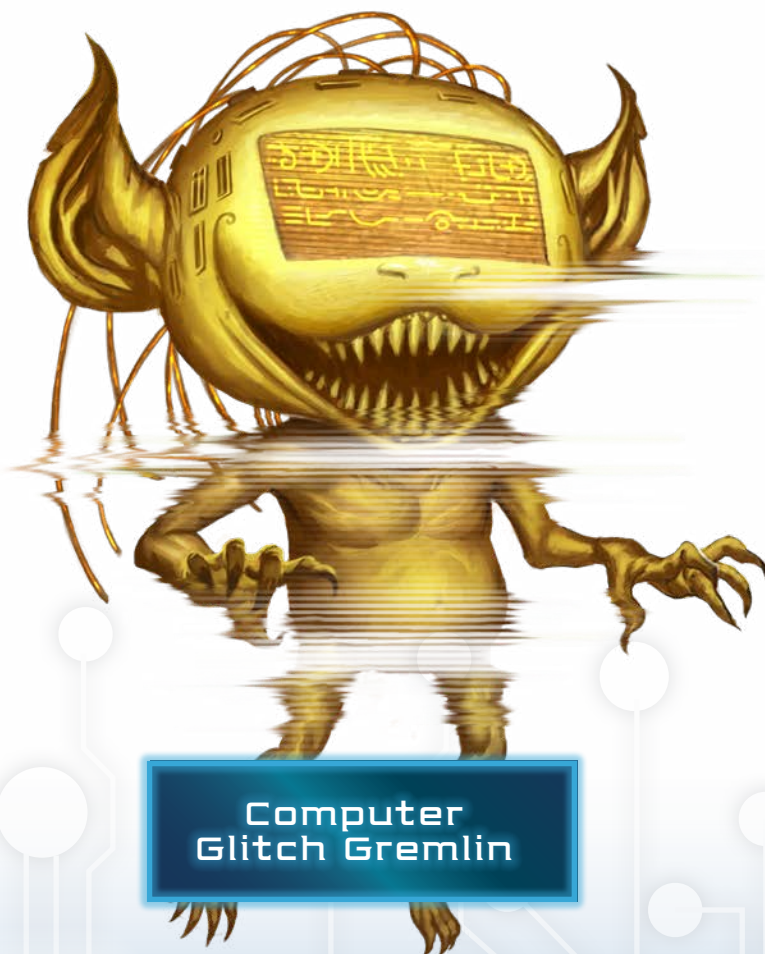
Offensive Abilities glitch module, networked technomancy

Spell-Like Abilities (CL 1st; melee +2, ranged +2)

1/day—erase, jolting surge

At will—energy ray (electricity only), ghost sound (DC 14), transfer charge

Constant—detect tech (computers only)



Computer Glitch Gremlin

STATISTICS

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

Skills Computers +10, Engineering +4 (+10 to use computers), Stealth +10

Languages Aklo, Common; digital telepathy 30 ft.

Gear assault hammer

COMPUTER GLITCH GREMLINS (3)

CR 1/2

HP 5 each (*Starfinder Alien Archive* 2 68; see page 24)

SUBTIER 3-4 (CR 5)

BIG BOSS COMPUTER GLITCH GREMLIN

CR 2

Variant computer glitch gremlin (*Starfinder Alien Archive* 2 68; see page 24)

LE Small fey

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

HP 21

EAC 12; **KAC** 13

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

Defensive Abilities networked technomancy;

Resistances cold 5, electricity 5; **SR** 11

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +6 (1d4+1 P plus glitch module, DC 10) or assault hammer +6 (1d6+1 B)

Offensive Abilities glitch module, networked technomancy

Spell-Like Abilities (CL 1st; melee +3, ranged +3)

1/day—erase, jolting surge

At will—energy ray (electricity only), ghost sound (DC 13), transfer charge

Constant—detect tech (computers only)

STATISTICS

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

Skills Computers +9, Engineering +4 (+9 to use computers), Stealth +9

Languages Aklo, Common; digital telepathy 30 ft.

Gear assault hammer

UPGRADED COMPUTER GLITCH GREMLINS (3)

CR 1

Variant computer glitch gremlin (*Starfinder Alien Archive* 2 68; see page 24)

LE Tiny fey

Init +2; **Senses** low-light vision; **Perception** +4

DEFENSE

HP 11 EACH

EAC 10; **KAC** 11

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

Defensive Abilities networked technomancy;

Resistances cold 5, electricity 5; **SR** 11

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., climb 20 ft.

Melee bite +2 (1d4-1 P plus glitch module, DC 10)

Space 2-1/2 ft.; **Reach** 0 ft.

Offensive Abilities glitch module, networked technomancy

Spell-Like Abilities (CL 1st; melee +2, ranged +2)

1/day—erase, jolting surge

At will—energy ray (electricity only), ghost sound (DC 13), transfer charge

Constant—detect tech (computers only)

STATISTICS

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

Skills Computers +10, Engineering +4 (+9 to use computers), Stealth +10

Languages Aklo, Common; digital telepathy 30 ft.

Treasure: If the PCs defeat the gremlins, the colonists provide the PCs with several items as a thanks for their help. In Subtier 1-2, the colonists provide the PCs with a thunderstrike sonic pistol, a tremor boomer rifle (*Starfinder Armory* 20), a tactical baton, and three *mk 1 serums of healing*. In Subtier 3-4, the colonists instead give the PCs a rumble boomer rifle (*Starfinder Armory* 21), a lattice resonant pistol (*Starfinder Armory* 16), a tactical baton, and three *mk 2 serums of healing*.

Development: With the gremlins defeated, the PCs can help the colonists repair the damaged systems. Repairing the systems requires no checks, just time. The colonists are vocally appreciative for any help the PCs provide. Kalyavata tells the PCs she led the small team to explore the nearby ruins but got no farther than the first chamber before they were attacked by spiderlike defenders. Not wanting to risk injury, Kalyavata and her team departed. She remains convinced that the underground part of the ruins is still intact. She gives the PCs what little data her team collected from the ruins and directions to the site. Before the colonists depart, they all give the PCs congratulatory handshakes or embraces.

Rewards: If the PCs fail to defeat the gremlins, incur more than the acceptable number of failures, or don't agree to assist with the colonists' repair efforts in the first place, reduce each PC's credits earned by the amount listed below.

Subtier 1-2: Reduce each PC's credits earned by 52.

Out of Subtier: Reduce each PC's credits earned by 123.

Subtier 3-4: Reduce each PC's credits earned by 194.

OLD RUINS

With the colonists safely evacuated, the PCs can travel to the ruins. They have full use of the remaining colony facilities and can take a night's rest in one of the colony's dormitories first if they'd like.

Once the PCs head out from dusty colony, they can take in some of the landscape. Due to Sansorgis's 48-hour cycle, it may be dark when the PCs depart, but the proton storm makes for an impressive aurora of color in the sky, dancing overhead in green curtains of light. The plant life of Sansorgis is thoroughly adapted to its dry climate. Succulent plants and cactus variants grow everywhere in the rocky terrain. The terrain isn't suitable for starships to land, so the PCs must travel on foot.

If the PCs got directions from Kalyavata, it takes them 2 hours to walk from the colony to the ruins. If they didn't obtain those directions, a PC must succeed at a DC 15 Survival check to identify the location, and the journey takes 2d4 hours.

Discovery Points: The ruins present ample opportunity for the PCs to discover all kinds of information and historical treasures. Their mission is to bring back as much information as they can. Discovering or mapping something in specific areas can earn the PCs Discovery Points. Discovery Points are an easy way to keep track of how much the PCs have discovered within the facility and a gauge of their overall mission success. The GM should track how many Discovery Points the PCs earn.

C. ABANDONED HOBGOBLIN COMPLEX

Once the PCs arrive at the coordinates provided by the colonists, they see that the ruins were clearly part of what once was a much larger complex. Sand now covers much of the site, with little more than ruined walls sticking out of the dunes. A PC who spends about 30 minutes of time and succeeds at a DC 14 Engineering, Physical Science, or Profession (archaeologist) check (DC 17 in Subtier 3-4) can map what is left aboveground. Mapping the aboveground ruins earns them 1 Discovery Point.

With a few minutes of searching, the PCs can easily find a broad staircase leading down into an old underground complex. The facility is dark throughout and the ceilings are 10 feet high.

C1. ENTRANCE (CR 4 OR CR 6)

This admission hall was clearly once a grand entrance. The walls bear faded murals of muscular soldiers with long pointed ears standing at parade rest, war machines, and spiked starships. Decorative pillars in states of disrepair, some fallen over, surround three entryways located north, south, and west. Alcoves hold statues of large, broad humanoids in elaborate uniforms, similar to those in the murals. A dozen tarnished and cracked robots lie scattered across the hall.

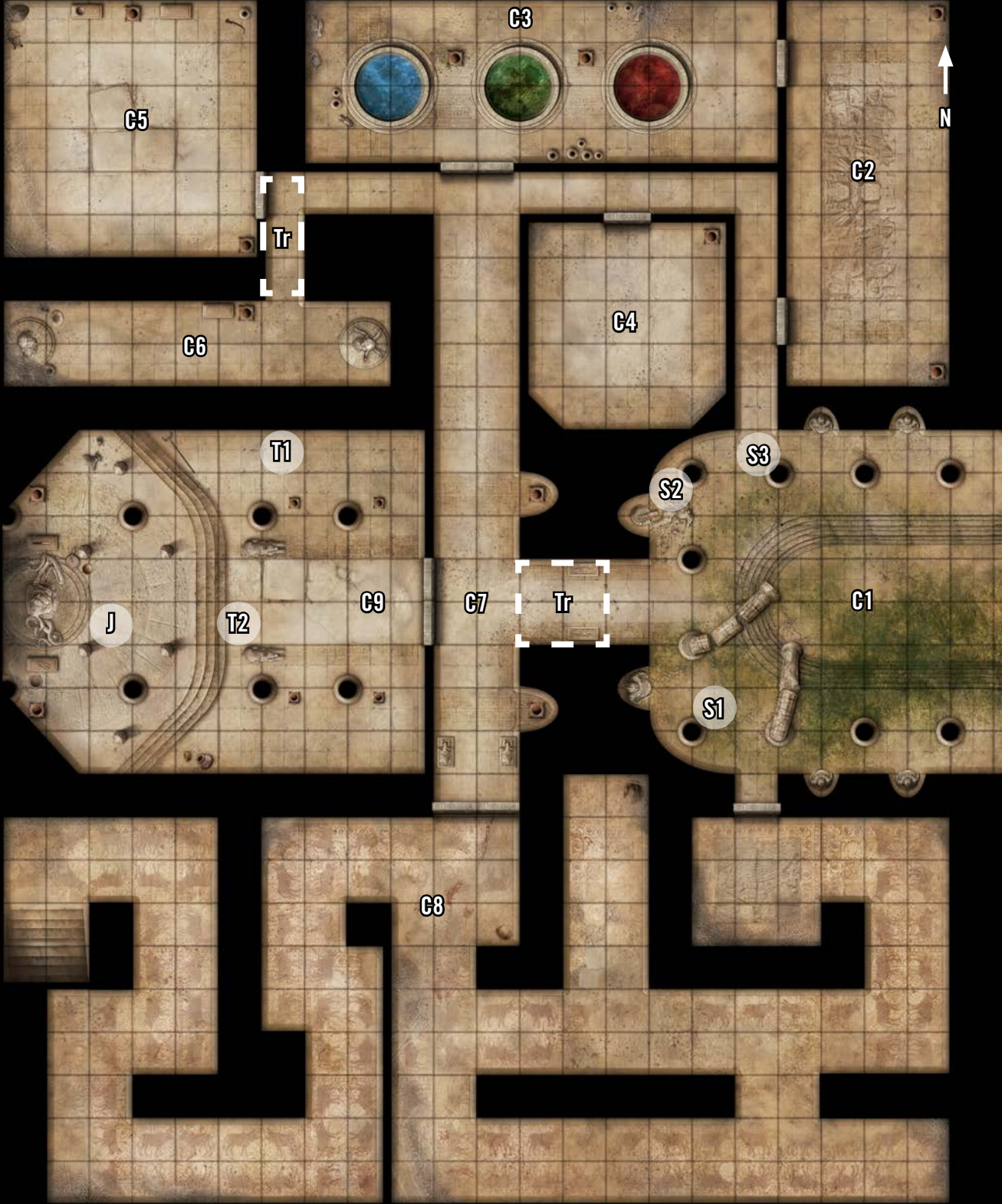
The entryway has sustained a lot of damage but is still structurally sound. The murals are part of the forgotten hobgoblin empire's propaganda, depicting an idealized version of its troops and military might. A PC who succeeds at a DC 12 Culture check (DC 14 in Subtier 3-4) can identify the creatures in the murals and statues as hobgoblins, though these stylized examples are clearly larger and broader than the modern hobgoblins. If a PC exceeds the DC by 4 or more, they know that these statues depict legendary heroes, although their exact names have not survived the test of time. A PC who succeeds at a DC 15 Physical Science check determines that both the statues and the murals are of a type of stone not native to Sansorgis.

Hazard: The complex once housed devils kept in stasis (see area C3). As a fail-safe, wards were installed in every doorway in this area. The wards are less effective against most non-outsiders, causing living creatures that walk through them to become

C. ABANDONED HOBGOBLIN COMPLEX

J = JA NOI
S = TERRA COTTA SPIDER

T = TASHTARI
Tr = TRAP



1 SQUARE = 5 FEET

Pathfinder Flip-Mat: Ancient Dungeon

nauseated for 1 round (Fortitude DC 14 negates; DC 16 in Subtier 3–4). Outsiders instead become nauseated while adjacent to the wards and receive no save. If an outsider passes through the wards, the magic of the wards reduces the outsider's Intelligence and Wisdom scores to 0. A creature can detect the wards by casting *detect magic* or succeeding at a DC 18 Perception check. When a creature walks through the wards, the DC of the Perception check to spot the wards is reduced to 12 due to a brief flash of the runes in the doorway. A PC can deactivate the wards with a successful DC 15 Mysticism check (DC 18 Subtier 3–4). Succeeding at this check also informs the PCs that the wards were specifically created to affect outsiders.

Creatures: When the original inhabitants abandoned the complex, they left several terra-cotta spiders to guard the site. Terra-cotta spiders were the hobgoblins' answer to magical constructs, as these creations blended magic and technology together. The spiders aren't made from clay, but they do have a hardened, brown ceramic exterior, which earned them their name. It wasn't time so much as the computer glitch gremlins that wore the terra-cotta spiders down until they broke, one by one. Of the dozen once guarding the complex, only three remain functional. Their batteries low, these three robots have entered a hibernation state in which only their basic detection sensors remain running. Once a creature attacks or comes within 10 feet of one of the functioning spiders or interacts with the spider at range, all three terra-cotta spiders activate and attack.

SUBTIER 1–2 (CR 4)

TERRA-COTTA SPIDERS (3) CR 1

N Small construct (magical, technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

Fort +1; **Ref** +1; **Will** +0

Defensive Abilities integrated weapons; **DR** 2/bludgeoning;

Immunities construct immunities; **Resistances** electricity 2, fire 2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee slam +6 (1d6+3 B)

Ranged integrated pulsecaster pistol +9 (1d4+1 E nonlethal) or taserweb grenade +6 (explode [10 ft., mire 1d4 rounds, staggered 1 round, DC 14])

TACTICS

During Combat Programmed to defend the area and capture intruders, the spiders prioritize prisoners who can be interrogated. The spiders use their taserweb grenades to catch several targets at once. The spiders then circumvent the difficult terrain by walking on the walls or pillars. The spiders do not pursue the PCs if they leave the complex.

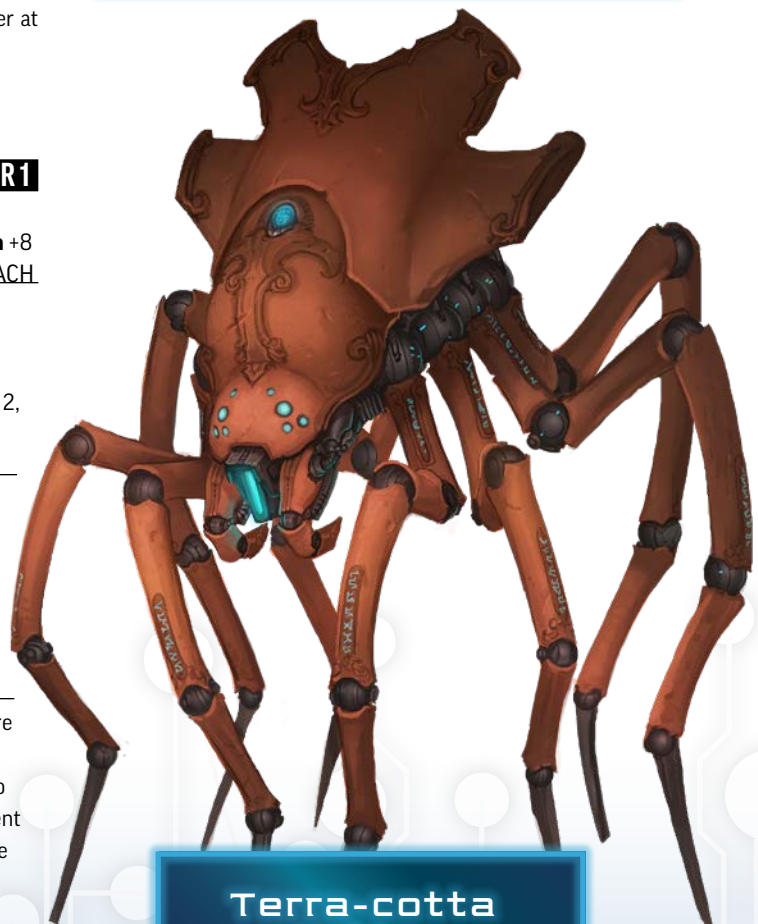
Morale The spiders fight until destroyed.

Taserweb Grenade

The terra-cotta spiders make use of a unique grenade employed by the forgotten hobgoblin empire. A taserweb grenade explodes in a storm of electrified filaments.

TASERWEB GRENADE

A taserweb grenade is a 4th-level grenade ranged weapon with an explode radius of 10 feet. Creatures caught in its radius must succeed at a Reflex save (DC = 10 + half the weapon's item level + your Dexterity bonus) or get caught in the filaments. The electric discharge of the filaments causes a creature that fails the save to become staggered for 1 round. The electric charge dissipates quickly, leaving the area covered in sticky strands of high-tensile fibers, making the affected area difficult terrain for 1d4 rounds as though the grenade also has the mire weapon special property (*Starfinder Armory* 29). Each grenade has light bulk and costs 720 credits.



Terra-cotta Spider

Scaling Encounter C2

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

Both Subtiers: Both devils have the sickened condition from their prolonged state of torpor.

STATISTICS

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

Skills Acrobatics +15, Athletics +8, Computers +8

Languages Goblin

Other Abilities partially mindless, unliving

Gear pulsecaster pistol with 2 batteries (20 charges each), taserweb grenades (2; see sidebar)

SPECIAL ABILITIES

Integrated Weapons (Ex) A terra-cotta spider's weapons are integrated into its frame and can't be disarmed.

Partially Mindless A terra-cotta spider is a partially mindless creature. Its creator or designated handler can instill it with basic commands like attack, guard, hunt, and capture, but it has no other cognitive functions. It follows these commands until new ones have been issued.

SUBTIER 3–4 (CR 6)

ADVANCED TERRA-COTTA SPIDERS (3) CR 3

N Small construct (magical, technological)

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE **HP** 40 EACH

EAC 14; **KAC** 16

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

Defensive Abilities integrated weapons; **DR** 5/bludgeoning;

Immunities construct immunities; **Resistances** electricity 5, fire 5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee slam +9 (1d6+5 B)

Ranged integrated pulsecaster pistol +12 (1d4+4 E nonlethal) or taserweb grenade +9 (explode [10 ft., mire 1d4 rounds, staggered 1 round, DC 16])

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

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

Skills Acrobatics +15, Athletics +8, Computers +8

Languages Goblin

Other Abilities partially mindless, unliving

Gear pulsecaster pistol with 2 batteries (20 charges each), taserweb grenades (2; see sidebar)

SPECIAL ABILITIES

Integrated Weapons (Ex) A terra-cotta spider's weapons are integrated into its frame and can't be disarmed.

Partially Mindless A terra-cotta spider is a partially mindless creature. Its creator or designated handler can instill it with basic commands like attack, guard, hunt, and capture, but it has no other cognitive functions. It follows these commands until new ones have been issued.

Treasure: The wards rely on several magical gems set into the doorways. If the PCs deactivate the wards, the gems lose their magic but retain their value. Removing the gems from the walls is simple once the magic is deactivated. The gems are worth 1,360 credits or 2,565 credits in Subtier 3–4.

Development: While photos of the murals and statues are important, the true archaeological treasures in this room are the terra-cotta spiders themselves. The spiders are a good example of the level of technology the hobgoblin empire once commanded. A PC who succeeds at a DC 14 Engineering or a DC 12 Mysticism check (DC 17 and 15 in Subtier 3–4, respectively) knows that the spiders are an uncommon hybrid of technology and magic. Bringing at least one of the creatures back for further study improves the Starfinders' knowledge of the old empire. Taking the key remains of a spider, an item with a bulk of 3, earns the PCs 1 Discovery Point.

Rewards: If the PCs fail to defeat the spiders and deactivate the wards, reduce each PC's credits earned by the amount listed below.

Subtier 1–2: Reduce each PC's credits earned by 259.

Out of Subtier: Reduce each PC's credits earned by 359.

Subtier 3–4: Reduce each PC's credits earned by 459.

C2. MESS HALL (CR 3 OR CR 5)

Chairs and tables have been overturned in this room. Shards from plates and cups are strewn about in disarray. Cutlery has been hurled at the walls and ceiling, sticking out at odd angles. Posters depicting humanoids in uniform hang on the walls, though most of the posters have cutlery sticking out of them. On the wall in the middle of the hall hangs a large portrait painting of a humanoid in metal armor with a crown on their head. The portrait is crusted with old food stains. Two doors, both in the west wall, exit the chamber.

Creatures: The outsiders that were once kept in stasis pods in **C3** now listlessly dwell in this mess hall. These are weak devils with rust-red skin, talons, and vestigial wings that the hobgoblins summoned and captured ages ago. Unable to leave the complex due to its wards, the devils took out their frustration and boredom on the mess hall. The ja noi in area **C9** occasionally hunts the devils for sport, but the devils' current lack of stimuli has caused them to enter a kind of torpor. The likely fight between the PCs and spiders in area **C1** rouses the devils. They remain in the mess hall for only a short while after the combat in area **C1** ends. If the PCs decide to not go to the mess hall after their fight in area **C1** and explore other

parts of the complex first, the devils eventually leave the mess hall and go looking for the PCs.

SUBTIER 1-2 (CR 3)

HOWLING DEVILS (2) CR 1

LE Medium outsiders (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +5

DEFENSE HP 22 EACH

EAC 11; **KAC** 13

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

Immunities fire, poison; **Resistances** acid 10, cold 10

OFFENSE

Speed 40 ft.

Melee talons +8 (1d6+1 S; critical bleed 1d6) or bite +8 (1d6+1 P)

Offensive Abilities howl from beyond

TACTICS

During Combat The devils' mental faculties have dulled as a result of being imprisoned for so long. They're too slow-witted to use cohesive tactics and instead fight individually. The devils start combat by howling, and regularly howl again if they notice the effects of their howls have worn off on targets. The devils fear the ja noi in area **C9** and don't not engage the PCs if the PCs go to fight the oni.

Morale The devils fight to the death, as it's their only escape from the Material Plane.

STATISTICS

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

Skills Acrobatics +5, Stealth +8

Languages Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Howl from Beyond (Su) The devil can open its mouth and channel the screams of wailing souls in Hell. As a standard action, the devil can select a target within 30 feet that it can see. The target must succeed at a DC 12 Will save or take 1d6 sonic damage and be shaken for a number rounds equal to the damage it took. This is an emotion and fear effect.

SUBTIER 3-4 (CR 5)

ADVANCED HOWLING DEVILS (2) CR 3

LE Medium outsiders (devil, evil, extraplanar, lawful)

Init +3; **Senses** darkvision 60 ft., see in darkness; **Perception** +8

DEFENSE HP 45 EACH

EAC 14; **KAC** 16

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

Immunities fire, poison; **Resistances** acid 10, cold 10

OFFENSE

Speed 40 ft.

Melee talons +11 (1d6+3 S; critical bleed 1d6) or bite +11 (1d6+3 P)

Offensive Abilities howl from beyond

TACTICS

Use the tactics from Subtier 1-2

STATISTICS

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

Skills Acrobatics +8, Stealth +13

Languages Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Howl from Beyond (Su) The devil can open its mouth and channel the screams of wailing souls in Hell. As a standard action, the devil can select a target within 30 feet that it can see. The target must succeed at a DC 14 Will save or take 1d8 sonic damage and be shaken for a number rounds equal to the damage it took. This is an emotion and fear effect.

Development: With the devils defeated, the PCs can search through the rubble. Even in their damaged state, the posters still provide insight into the hobgoblin empire, and two of them are intact enough that the pieces could be salvaged to undergo extensive restoration at the Lorespire complex. Removing these two posters requires a delicate hand and a DC 15 Sleight of Hand check, a check with an appropriate Profession skill (DC 18 in Subtier 3-4), or a Dexterity check against the same DC. On a failure, the poster is damaged beyond salvage. The PCs earn 1 Discovery Point per successfully recovered item.

A PC who succeeds at a DC 15 Perception check notices an old datapad beneath a pile of broken furniture. The device is currently powered down, but a character who succeeds at a follow-up DC 14 Engineering check (DC 17 in Subtier 3-4) finds that the old datapad can be linked to a powered modern device or a battery for power. Once thus linked, the datapad can be turned on. Everything on the datapad, from the menu to the information it contains, is in Goblin. PCs who understand Goblin can translate the data for the other PCs. If no PC understands Goblin, they can cast *comprehend languages* or attempt a DC 20 Culture check, with a success allowing the PC to decipher enough writing to translate key pieces of information. If a PC fails the Culture check by 10 or more, the datapad locks up, and subsequent successes provide only the information on **Handout #2** (see page 23). Translated data reveals key information about military drill routines in the hobgoblin empire.

If the PCs find, turn on, and successfully translate the datapad, they earn 1 Discovery Point. They also earn this Discovery Point if they find the datapad but, rather than risking damage to the device, leave it untouched and bring it back with them so that Society experts can activate and translate it (but not if they cause it to lock up).

C3. STASIS CHAMBER

Three huge broken glass tubes occupy most of this room. Computer banks line the walls. Most of the computers look broken, but one console still has blinking lights. A double door in the south wall and a single door in the east provide entry and exit to the area.

A PC can attempt a DC 14 Life Science check to identify the broken tubes as a type of stasis pod. A PC who succeeds at a DC 12 Perception check can tell that the glass of two of the tubes was broken from the inside. Those two tubes held devils in stasis, and a PC who succeeded at the Perception check and encountered the devils in area **C2** realizes the damage came from those devils. The computers that maintained the system slowly broke down over time, the system was released from stasis, and the devils escaped. In their anger, they smashed the third, empty tube.

One of the computer consoles in this room still has power. The other computers were destroyed by the devils, and their internal mechanisms were further mangled by the computer glitch gremlins. The PCs can hack into the surviving system with a successful DC 14 Computers check (DC 17 in Subtier 3–4). Failing the Computers check by 5 or more triggers a countermeasure that erases all of the remaining data. If the PC failed by less than 5, they can try again, but the DC increases by 2 for every subsequent attempt.

Development: If the PCs successfully hack into the system, they find that the computer is no longer connected to the rest of the facility. The data on the computer is written in Goblin and can be deciphered with a successful DC 20 Culture check or by casting a *comprehend languages* spell. The computer contains mostly data about the stasis tubes: their function, parameters, and containment status (all at critical). If the PCs fought the computer glitch gremlins and helped the colonists with repairs, they find the damage in the system similar to what they observed there, and it's clear that the data has been partially corrupted by the computer glitch gremlins. The computer also contains information about the devils, captured elsewhere, their shipment to the facility, and their imprisonment in this chamber. The data also contains a message from a general, questioning the efficiency of the facility (**Handout #3** on page 23).

If the PCs can't decipher the data on the computer, they can still try to download it and bring it back with them. A PC who succeeds at a DC 14 Engineering check (DC 17 in Subtier 3–4) can rig one of their own devices in such a way that they are able to download the data. If the PCs hack into the computer and translate or download the data (or both), they earn 1 Discovery Point.

C4. KITCHEN

This room is both a kitchen and a storage space. Shelving has collapsed, spilling pots, pans and containers throughout the room. The room has a single door along the north wall.

This room was once the kitchen and storage space of the facility. The devils smashed the storage racks and destroyed some of the equipment in their boredom. The ja noi scavenged some of the parts here for its creations in area **C9**. While the ja noi needs only a fraction of the food necessary to sustain a human and has ready-to-eat rations, it does prefer to indulge in better fare. The PCs can see past its destruction and find that the kitchen has been used, although not recently.

C5. BUNK ROOM

Bunk beds hold half-decayed mattresses. Storage chests stand open and empty at the foot of each bunk bed. The room has a single door in the east wall.

When the facility was abandoned, the soldiers took their personal gear and all obvious valuables with them. Some of the bunk bed frames have been dismantled and repurposed to serve as



Ja Noi

pieces of the makeshift throne that the ja noi has constructed in area **C9**.

Treasure: A PC who succeeds at a DC 16 Perception check (DC 19 in Subtier 3–4) uncovers a hidden panel in the wall, behind which rests a small obsidian statue of a winged horse. A PC who succeeds at a DC 20 Mysticism check recognizes the statue as a symbol of General Susumu, also known as the Black Daimyo, a deity worshipped on lost Golarion. The statue has a value of 600 credits (or 1,380 credits in Subtier 3–4). PCs may also note the connection between this name and the Gideron starship they encountered earlier in the scenario—another connection between the lost hobgoblin empire and its Gideron and Marixah inheritors. Finding the statue earns the PCs 1 Discovery Point.

Rewards: If the PCs don't find the hidden panel with the statue behind it, reduce each PC's credits earned by the amount listed below.

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

Out of Subtier: Reduce each PC's credits earned by 165.

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

C6. ARMORY (CR 1 OR CR 3)

Weapon racks line the walls of this room. Two mannequins wearing armor stand at the east and west sides of the room. Several storage lockers stand behind the armored mannequins. A small hallway to the north is the room's only entry and exit point.

When the hobgoblins abandoned the area, they took only the most valuable gear. Everything that could be left behind in favor of a quick retreat was abandoned.

Trap: When the hobgoblins departed, they activated the complex's defenses. Most of those defenses have deteriorated over time or were destroyed by the computer glitch gremlins. The armory's defenses are still primed, but their effectiveness has deteriorated. The traps here are constricting traps that grab creatures entering the northern hallway. Originally designed to capture potential thieves so they could be interrogated and later publicly executed, the trap's servos have slipped, causing the device to close more every round.

SUBTIER 1–2 (CR 1)

BODY-GRIPPING TRAP CR 1

Type technological; **Perception** DC 21; **Disable** Engineering DC 16, one 5-ft. square area at a time (disable servo motors)

Trigger location; **Reset** 1 minute

Initial Effect jaws +11 melee (2d6 P) and pinned; **Secondary**

Effect crushing jaws (1d6 P) each round until creature breaks free. A creature can escape by succeeding at a DC 16 Acrobatics check, a DC 20 Strength check, or by destroying the jaws (HP 10, Hardness 5), with half of damage dealt to the jaws being dealt to the trapped creature. If a creature caught in the jaws reaches 0 Hit Points, roll once on the

Wounding Weapons table (*Starfinder Core Rulebook* 183) to determine which part of the target the trap destroys, and then the trap deactivates.

SUBTIER 3–4 (CR 3)

UPGRADED BODY-GRIPPING TRAP CR 3

Type technological; **Perception** DC 24; **Disable** Engineering DC 19, one 5-ft. square area at a time (disable servo motors)

Trigger location; **Reset** 1 minute

Effect jaws +13 ranged (4d6 P) and pinned; **Secondary**

Effect crushing jaws (2d6 P) each round until creature breaks free. A creature can escape by succeeding at a DC 19 Acrobatics check, a DC 20 Strength check, or by destroying the jaws (HP 15, Hardness 5), with half of damage dealt to the jaws being dealt to the trapped creature. If a creature caught in the jaws reaches 0 Hit Points, roll once on the Wounding Weapons table (*Starfinder Core Rulebook* 183) to determine which part of the target the trap destroys, and then the trap deactivates.

Treasure: Due to the active trap, neither the ja noi nor the devils visited the armory, so what little remains is in excellent condition. In both subtiers, the armory contains a *recovery aegis* and a holographic sashimono (*Starfinder Armory* 99) that displays the image of a black helmet.

In Subtier 1–2, the armory also contains microgoggles (*Starfinder Armory* 99), a suit of regimental dress I (*Starfinder Armory* 69), and a reinforced EVA suit II (*Starfinder Armory* 69). In Subtier 3–4, the armory instead contains clearsight goggles (*Starfinder Armory* 99), one d-suit I, and one suit of enforcer armor I (*Starfinder Armory* 69).

Rewards: If the PCs do not enter the armory and take the items, reduce each PC's credits earned by the amount listed below.

Subtier 1–2: Reduce each PC's credits earned by 88.

Out of Subtier: Reduce each PC's credits earned by 131.

Subtier 3–4: Reduce each PC's credits earned by 175.

C7. INTERSECTION (CR 1 OR CR 3)

Broad corridors run to the north, east, and south. The intersection is heavily decorated with murals depicting armies triumphing over their enemies. The ragged remains of red banners hang next to a double door to the west. Both doors bear the image of an antique-style helmet on a red field.

These doors lead to the command center (area **C9**). A PC who succeeds at a DC 16 Culture check identifies the helmet's style as one popular on lost Golarion's continent of Tian Xia before the Gap.

Trap: The east hallway contains a magical trap. Passing through the warded area triggers the trap, firing a flurry of magical missiles in the form of poison-coated shuriken.

SUBTIER 1-2

SICKENING MAGIC MISSILE TRAP CR 1

Type magical; **Perception** DC 21; **Disable** Mysticism DC 12 (disrupt the runes)

Trigger location (area marked on map); **Reset** 1 minute; **Bypass** none

Effect two missiles divided between all targets in the area of the trap (1d4+1 force plus sickened 1 minute; Fortitude DC 12 negates the sickened condition)

SUBTIER 3-4

SICKENING MAGIC MISSILE TRAP CR 3

Type magical; **Perception** DC 24; **Disable** Mysticism DC 15 (disrupt the runes)

Trigger location (area marked on map); **Reset** 1 minute; **Bypass** none

Effect five missiles divided between all targets in the area of the trap (1d4+1 force plus sickened 1 minute; Fortitude DC 14 negates the sickened condition)

C9. COMMAND CENTER (CR 5 OR CR 7)

Smashed computer banks line this broad chamber and wires have been ripped out of the ceiling. A raised platform in the

back holds a headless statue with strange, dark crystals in its hands. A throne made from lashed-together computer parts sits in front of the statue. The platform has been dug up in places, mimicking hilly terrain. Puppets made from scrap are everywhere, positioned as if in battle. A double door is set in the east wall.

Creatures: The command center holds a trapped ja noi oni. When the hobgoblins abandoned this outpost, they left the oni behind to act as a guard, intending to pick it up later when circumstances improved. But things went poorly for the empire, and it fell apart before the site could be reclaimed. The magical wards that guard the complex have prevented the oni from leaving, and the ages of abandonment have left the outsider exceptionally bored. Only by finding several tons of shelf-stable rations left behind has it managed to stay alive.

The oni keeps two tashtaris as hunting animals, having found the creatures in a lower-level stasis container. To keep itself entertained, the ja noi has dug up part of the upper floor of the room to make more interesting terrain and used computer parts and other debris to make soldier puppets. It has acted out many scenarios of war over the ages, making the scenarios it plays out more elaborate with every iteration. The puppets and floor make the raised western portion of the room difficult terrain.

SUBTIER 1-2 (CR 5)

WEAKENED JA NOI CR 3

Variant ja noi (*Starfinder Alien Archive* 2 88; see page 24)

LE Medium outsider (goblinoid, native, oni, shapechanger)

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

DEFENSE HP 54

EAC 14; **KAC** 16

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

Defensive Abilities regeneration 3 (acid or fire), serene fighter

OFFENSE

Speed 30 ft. (25 ft. in armor)

Melee tactical maul +12 (1d8+7 B; critical knockdown)

Ranged scoring dross gun +9 (1d8+3 A; critical wound)

Spell-Like Abilities (CL 3th)

1/day—flight (3rd level)

3/day—command (DC 12), fear (1st level, DC 12), supercharge weapon

TACTICS

During Combat The ja noi spends the first round mocking the PCs and ordering its two tashtaris to attack, perceiving the entire encounter as though it were just another of its many war games. While quite delusional, the ja noi relishes combat and uses the terrain to its



Tashtari

advantage by moving around the area with *flight*. The oni prefers to use its *command* and *fear* spells while watching its hounds rip into the PCs. If pressed, the ja noi moves in with its melee or ranged weapon as appropriate to the situation.

Morale “Defeat” is not a word the ja noi understands. It fights to the death.

STATISTICS

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

Skills Acrobatics +13, Intimidate +8, Stealth +8

Languages Common, Goblin

Other Abilities change shape (Small or Medium humanoid)

Gear brooch of shielding^{AR}, lashunta ringwear I, tactical maul^{AR}, scoring dross gun^{AR} with 2 high-capacity batteries (40 charges each)

SPECIAL ABILITIES

Serene Fighter (Ex) A ja noi is an experienced combatant and can remain calm even in the face of great adversity. Once per day, a ja noi can reroll a Will saving throw.

JUVENILE TASHTARIS (2) CR 1

Variant tashtari (*Starfinder Alien Archive* 2 124; see page 25)

N Small magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

Fort +5; **Ref** +5; **Will** +0

Resistances fire 5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +6 (1d6+3 P)

Ranged muzzle beam +9 (1d4+1 F; critical burn 1d4)

Offensive Abilities bristle flash

TACTICS

During Combat The tashtaris are not allowed up on the platform, by orders of the ja noi. They focus on any PCs on the lower floor or in the nearby hallway. If all PCs move onto the platform, the tashtaris use ranged attacks or use their climb speed to stick to the walls. They avoid touching the platform at all costs, unless the oni orders them onto the platform with a standard action.

Morale The tashtaris flee when reduced to 5 Hit Points or fewer. They refuse to leave the ruins, and instead hide in the unfinished area to the south. When cornered, they try to surrender by presenting their bellies.

STATISTICS

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

Skills Acrobatics +5, Athletics +5 (+13 to climb), Stealth +10

SPECIAL ABILITIES

Bristle Flash (Ex) Once per day as a standard action, a tashtari can cause its filaments to glow with intense light. Each creature within 60 feet must succeed at a DC 10 Fortitude save or be dazzled for 1d4 rounds. This ability has no effect on sightless creatures. Tashtaris and tashtari alphas are

Scaling Encounter C9

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

Both Subtiers: Remove one tashtari from the encounter.

immune to the effects of this ability.

Muzzle Beam (Ex) As an attack, a tashtari can unleash a focused ray of light from its mouth that can burn a target like the beam of a laser pistol. This ray has a range increment of 80 feet.

SUBTIER 3–4 (CR 7)

JA NOI CR 5

HP 84 (*Starfinder Alien Archives* 2 88; see page 24)

TACTICS

Use the tactics from Subtier 1–2.

TASHTARIS (2) CR 3

HP 40 each (*Starfinder Alien Archives* 2 88; see page 25)

TACTICS

Use the tactics from Subtier 1–2.

Development: With the oni defeated, the PCs can study the crystals in the statue’s hands. The statue itself is too mutilated to make out anything more than that it once depicted a bipedal humanoid. A PC who succeeds at a DC 17 Mysticism check (DC 20 in Subtier 3–4) can determine that these are Helldrive crystals—devices used to power pre-Drift faster-than-light travel during and before the Gap. Few groups outside of the Hellknight orders utilized Helldrive crystals, so their presence here is a noteworthy discovery about the defunct hobgoblin empire.

While exploring the room, the PCs can find one computer console with a strange depression in its middle. If one of the Helldrive crystals is inserted into this console, the console powers up. The information on the console is in Goblin, but a PC can translate it with a successful DC 20 Culture check or by casting *comprehend languages*. There are four files stored on the console, but they are protected by an additional firewall. A PC who succeeds at a DC 17 Computers check (DC 20 in Subtier 3–4) can access the following four files, each of which seems to refer to a planet. If the PCs are unable to translate Goblin, the Computers check DCs increase by 4.

- Black Iron Palace, a massive, heavy metal world with high gravity, far from its sun.
- Cauldron of [data corruption], a planet still in its primordial-soup stage.
- Citadel of Veils, a fortress world hidden in a nebula.
- Emperor’s Graveyard, a planet bombed into extinction to become a tomb world.

The data makes clear that the empire used these crystals for their interstellar travels, each crystal acting as a map of sorts for a listed location. Cross-referencing these four names with the Starfinder database provides a match, although their names are very old-fashioned and a literal translation from Goblin. The four locations are located in the Vast. Three of these are located in what is now the territory of the Gideron Authority or that of the Marixah Republic. The fourth, the area with irrecoverable data corruption in the name, falls under neither nation's jurisdiction.

If the PCs recover the Helldrive crystals, they gain 1 Discovery Point. If they also learn about the locations the crystals lead to, they earn an additional 1 Discovery Point. If the PCs manage to capture the oni alive and bring it back without the wards reducing its mental statistics to 0, the party gains a number of Discovery Points equal to the number of PCs in the party.

Rewards: If the PCs fail to defeat the ja noi, reduce each PC's credits earned by the amount listed below.

Subtier 1-2: Reduce each PC's credits earned by 123.

Out of Subtier: Reduce each PC's credits earned by 152.

Subtier 3-4: Reduce each PC's credits earned by 179.

C8. UNFINISHED HALLWAY

This hallway complex looks unfinished, as if the outpost had been in the middle of an expansion when it was abandoned. Sections appear ready to be turned into rooms, and building supplies rest stacked in corners. The stairs appear under renovation to make them broader, and cables and pipes are incompletely installed in the stairwell's ceiling. The supports allowing for construction have long since collapsed, causing a cave-in that blocks the way down.

There is little of interest in these hallways. Seismic activity caused by the Marixah settlement's mining has caused the stairwell to partially collapse (after the oni descended to the lower levels to retrieve its hounds). A PC who succeeds at a DC 12 Engineering check knows that it would be unsafe to excavate the stairwell without proper equipment and days of intense work.

CONCLUSION

With the accessible ruins explored and cataloged and any data

retrieved, the PCs can make their way back to the now-abandoned mining colony and depart from Sansorgis. Once the PCs return to Absalom Station, Venture-Captain Arvin welcomes them and eagerly hears about their recent mission, while Society data archivists immediately begin work analyzing the recovered data and any associated relics. He's especially excited that there appears to be more to explore at the site on lower levels, positing that there could be any number of priceless historical discoveries just waiting to be found.

Venture-Captain Arvin voices concern if the PCs destroyed the Gideron vessel instead of disabling it, or if the PCs were forced to use their secondary Pact Worlds documentation. If the PCs either failed or refused to assist the colonists with their evacuation, Arvin is visibly distraught and makes plans to contact the Marixah Republic to make amends. If the PCs helped with the evacuation, the republic has already sent its thanks for the Society's assistance, promising to allow the Society to explore more of the marked locations within the republic's borders once tensions with the Gideron Authority have resolved.

PRIMARY SUCCESS CONDITION

If the PCs earn at least 4 Discovery Points during their mission into the hobgoblin ruins, they succeed at their mission and each earn 1 Fame and 1 Reputation for any factions associated with their currently slotted faction boon.

SECONDARY SUCCESS CONDITION

If the PCs complete at least three of the conditions listed below, they each earn 1 additional Fame and 1 Reputation for any factions associated with their currently slotted faction boon.

- Overcome the Gideron starship without relying upon the Pact Worlds diplomatic immunity
- Help the colonists repair their computer systems and escape Sansorgis
- Maintain enough system functionality at the end of the computer glitch gremlin encounter that the colonists provide them with equipment.
- Earn 6 or more Discovery Points
- Bring back at least one of the Helldrive crystals

HANDOUT #1: ARVIN'S UPLOAD

Your destination is the planet **Sansorgis**. It is a planet with normal gravity and atmosphere, and a 48 hour day/night cycle. Your contact with the Marixah Republic is **Corporal Kalyavata**, leader of the security forces on Sansorgis.

I have also gathered some background information for you on the Marixah Republic and the Gideron Authority.

The **Marixah Republic** formed during the Gap, created by a hodgepodge of species that traveled out to uncharted star systems to stake a claim on unclaimed worlds. Many of these explorers and settlers came from the Golarion system, while others came from other parts of the galaxy. Today, the Marixah Republic (named for the first world the republic claimed) occupies a single star system in Near Space. It maintains a handful of minor colonies in other solar systems, though no major settlements beyond mining and trade sites. The republic and Pact Worlds remain on generally cordial terms, though the republic has repeatedly postured itself as an equal in trade and diplomatic negotiations with the Pact Worlds. Dozens of species hold citizen status within the republic, including an abundance of humans, half-elves and half-orcs who joined the nascent confederation at some point during the Gap. The republic is also home to a relatively high number of hobgoblins.

The **Gideron Authority** is a militarized civilization in Near Space that's recently begun a series of rapid expansions following a military coup. Much like the Marixah Republic, Gideron was formed from various species that had settled particularly harsh worlds within Near Space, though hobgoblins remain a predominant force within the nation and hold most of its upper military leadership positions. The Pact Worlds have very few formal ties with the Gideron Authority.

HANDOUT #2: A LETTER TO A FRIEND

Denechi, did you read the briefing? That good-for-nothing Kheryen finally got what he wanted and got promoted. Or should I say, got what his mommy and daddy wanted. I bet they pulled some strings with that crass uncle of his who works in the general's staff. It has to be. He can't shoot straight, his kit is always a mess, and he doesn't have the stamina for a full day's march. The only thing he is good at is sucking up to the captain and his bloodline.

I know we might face severe penalties if they find this message, but I just have to say it... It has all been going down the drain. Kheryen is not the first useless soldier to get promoted here, and I have heard from friends on other bases how bad it has gotten. Bloodlines and connections come before skill and dedication. Good soldiers like us get punished at the whims of our superiors who have not been proven in bloody combat. It is going to end badly, I tell you.

HANDOUT #3: OFFICAL COMMUNICATION

From: Staff Sargent Ihbarsha

To: Captain Ansarnhai

Regarding: State of affairs at Gentazho base.

Most esteemed Captain Ansarnhai. I write you on behalf of General Tsetsoro. The General, may the gods forever light his path, has been concerned with the productivity of your base. While reports indicate that the soldiers are operating efficiently and are in good physical health, the recent troubles with the equipment has put your quarterly evaluation reports down by 12 points.

This concerns the General, may his radiance illuminate us all, greatly. Gentazho base has always been a model of efficiency, raising qualified soldiers and staff. The General, may the gods bless his hands and feet, wishes that you resolve these recent troubles at once. The General, may the gods grant us even a fraction of his wisdom, hopes that Gentazho returns to its previously shown efficiency by the next quarterly report. It would grieve us if we had to take action to improve efficiency.

APPENDIX: STAT BLOCKS

COMPUTER GLITCH GREMLIN**CR 1/2***Starfinder Alien Archive 2 68*

LE Tiny fey

Init +2; **Senses** low-light vision; **Perception** +4**DEFENSE****HP 5****EAC** 9; **KAC** 10**Fort** +2; **Ref** +2; **Will** +3**Defensive Abilities** networked technomancy;**Resistances** cold 5, electricity 5; **SR** 11**Weaknesses** vulnerable to fire**OFFENSE****Speed** 20 ft., climb 20 ft.**Melee** bite +2 (1d4+1 P plus glitch module, DC 10)**Space** 2-1/2 ft.; **Reach** 0 ft.**Offensive Abilities** glitch module, networked technomancy**Spell-Like Abilities** (CL 1st; melee +1, ranged +1)1/day—*erase*, *jolting surge*At will—*energy ray* (electricity only), *ghost sound* (DC 13),
*transfer charge*Constant—*detect tech* (computers only)**STATISTICS****Str** -1; **Dex** +2; **Con** +1; **Int** +3; **Wis** +1; **Cha** -2**Skills** Computers +9, Engineering +4 (+9 to use computers),
Stealth +9**Languages** Aklo, Common; digital telepathy 30 ft.**SPECIAL ABILITIES****Digital Telepathy (Su)** A computer glitch gremlin can communicate telepathically only with digital devices and with other creatures that can do so (such as other computer glitch gremlins). This allows the glitch gremlin to attempt Computers checks to access any computer within the telepathy's range.**Glitch Module (Su)** When a glitch gremlin succeeds at a Computers check to access a system or hits a foe with an attack or spell, the accessed system or one random computer held or carried by the struck creature glitches. An attended computer (including any computer on a creature hit by a computer glitch gremlin's attack or spell) can negate this effect by succeeding at a DC 10 Will save. The glitch causes one of the following effects, which functions as if the system had the indicated countermeasure (DC = 16 + the number of glitch gremlins within 30 feet when the glitch was added): a fake shell countermeasure that obstructs all users, an alarm that plays a loud and potentially embarrassing audio or holographic file when accessed by any user unless the user succeeds at a Computers check as if hacking the system, or one randomly determined countermeasure that applies even to users with root access. Disabling or removing this glitch requires a Computers check as if disabling or removing a module. A disabled glitch reactivates after 1d10 minutes if not removed. A system can

have no more than one glitch per module.

Networked Technomancy (Sp) When gathered in groups, computer glitch gremlins share their magic. As long as a computer glitch gremlin is within 30 feet of another of its kind, it gains concealment thanks to erratic holograms that falteringly appear near it and emulate the appearance of surrounding objects. Groups of computer glitch goblins can also use more potent spell-like abilities; each gremlin in the group except for one takes a standard action to prepare the spell-like ability, and the final gremlin actually uses it. Two computer glitch gremlins can use *implant data* or *logic bomb* (DC 15), four can use *holographic image* (3rd level, DC 16) or *instant virus* (DC 16), and six can use *destruction protocol* (DC 17).**JA NOI****CR 5***Starfinder Alien Archive 2 88*

LE Medium outsider (goblinoid, native, oni, shapechanger)

Init +5; **Senses** darkvision 60 ft., low-light vision; **Perception** +11**DEFENSE****HP 84****EAC** 17; **KAC** 19**Fort** +7; **Ref** +7; **Will** +6**Defensive Abilities** regeneration 3 (acid or fire), serene fighter**OFFENSE****Speed** 30 ft. (25 ft. in armor)**Melee** tactical swoop hammer +15 (1d10+10 B; critical
knockdown)**Ranged** thunderstrike sonic rifle +12 (1d10+5 So; critical deafen
[DC 13])**Space** 5 ft.; **Reach** 5 ft. (10 ft. with tactical swoop hammer)**Spell-Like Abilities** (CL 5th)1/day—*flight* (3rd level)3/day—*command* (DC 12), *fear* (1st level, DC 12),
*supercharge weapon***STATISTICS****Str** +5; **Dex** +3; **Con** +2; **Int** +1; **Wis** +0; **Cha** +1**Skills** Acrobatics +16, Intimidate +11, Stealth +11**Languages** Common, Goblin**Other Abilities** change shape (Small or Medium humanoid)**Gear** *brooch of shielding*^{AR}, *lashunta ringwear II*, tactical swoop
hammer, thunderstrike sonic rifle with 2 high-capacity
batteries (40 charges each)**SPECIAL ABILITIES****Serene Fighter (Ex)** A ja noi is an experienced combatant and can remain calm even in the face of great adversity. Once per day, a ja noi can reroll a Will saving throw.

TASHTARI

CR 3

Starfinder Alien Archive 2 124

N Medium magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE **HP** 40

EAC 14; **KAC** 16

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

Resistances fire 5

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (1d6+5 P)

Ranged muzzle beam +12 (1d4+3 F; critical burn 1d4)

Offensive Abilities bristle flash

STATISTICS

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

Skills Acrobatics +8, Athletics +8 (+16 to climb), Stealth +13

SPECIAL ABILITIES

Bristle Flash (Ex) Once per day as a standard action, a tashtari can cause its filaments to glow with intense light. Each creature within 60 feet must succeed at a DC 12 Fortitude save or be dazzled for 1d4 rounds. This ability has no effect on sightless creatures. Tashtaris and tashtari alphas are immune to the effects of this ability.

Muzzle Beam (Ex) As an attack, a tashtari can unleash a focused ray of light from its mouth that can burn a target like the beam of a laser pistol. This ray has a range increment of 80 feet.

Starfinder Society Scenario #1-24 Siege of Enlightenment

Event _____		Date _____	
GM # _____		GM Character # _____	
GM Name _____		GM Fame Earned _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians	<input type="checkbox"/> Dataphiles	
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____	<input type="checkbox"/> Wayfinders	
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Character Name _____	
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	Fame	Faction Boons

Character Name _____	
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<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
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Character # _____	<input type="checkbox"/>	<input type="checkbox"/>
	Fame	Faction Boons

Character Name _____	
<input type="checkbox"/> Acquisitives	<input type="checkbox"/> Exo-Guardians
<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
<input type="checkbox"/> Dataphiles	<input type="checkbox"/> Wayfinders

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Starfinder Society Scenario #1-24: Siege of Enlightenment © 2018, Paizo Inc.; Author: Tineke Bolleman.



Starfinder Society

Scenario #1-24: Siege of Enlightenment

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	<input type="checkbox"/> Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	724
This Chronicle sheet grants access to the following: Victory over Authority (Social Boon): During your mission to the Acalata system, you and your crewmates managed to drive off or destroy a starship belonging to the Gideron Authority. The Gideron Authority eventually learns of what has transpired, and your name becomes known throughout their military hierarchy as a formidable opponent. How this influence will play out in the future is not yet clear. You will be told if this boon is important to a future scenario prior to slotting your boons. TASERWEB GRENADE A taserweb grenade is a 4th-level grenade ranged weapon with an explode radius of 10 feet. Creatures caught in its radius must succeed at a Reflex save (DC = 10 + half the weapon's item level + your Dexterity bonus) or get caught in the filaments. The electric discharge of the filaments causes a creature that fails the save to become staggered for 1 round. The electric charge dissipates quickly, leaving the area covered in sticky strands of high-tensile fibers, making the affected area difficult terrain for 1d4 rounds as though the grenade also has the mire weapon special property (<i>Starfinder Armory</i> 29). Each grenade has light bulk and costs 720 credits.					SUBTIER	<input type="checkbox"/> Normal
					Out of Subtier	1,095
					SUBTIER	<input type="checkbox"/> Normal
					3-4	1,467
					SUBTIER	<input type="checkbox"/> Normal
					-	-
Reputation					MAX CREDITS	
					Starting XP	
					XP Gained (GM ONLY)	
					Final XP Total	
Reputation					EXPERIENCE	
					Initial Fame	
					Fame Gained (GM ONLY)	
					Fame Spent	
Reputation					FAME	
					Final Fame	
					Starting Credits	
					Credits Garnered (GM ONLY)	
Reputation					CREDITS	
					Day Job (GM ONLY)	
					Credits Spent	
					Total	

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

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #