

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-03, TIER 1-4



THE WITHERING WORLD

BY RIGBY BENDELE, JESSICA CATALAN,
JENNIFER POVEY, ARC RILEY, AND
SHAHREENA SHAHRANI





Authors • Rigby Bendele, Jessica Catalan, Jennifer Povey, Arc Riley, and Shahreena Shahrani
Development Lead • Thurston Hillman
Contributing Artists • Tawny Fritz, William Marton, David Melvin, and Firat Solhan
Cartographer • Robert Lazzaretti

Creative Directors • James Jacobs, Robert G. McCreary, and Sarah E. Robinson
Director of Game Design • Jason Bulmahn
Managing Developers • Adam Daigle and Amanda Hamon
Organized Play Lead Developer • John Compton
Developers • Eleanor Ferron, Jason Keeley, Luis Loza, Ron Lundeen, Joe Pasini, Patrick Renie, Michael Sayre, and Linda Zayas-Palmer

Starfinder Society Developer • Thurston Hillman
Senior Designer • Stephen Radney-MacFarland
Designers • Logan Bonner and Mark Seifter
Managing Editor • Judy Bauer
Senior Editor • Lyz Liddell
Editors • James Case, Leo Glass, Adrian Ng, Lacy Pellazar, and Jason Tondro
Art Director • Sonja Morris
Senior Graphic Designers • Emily Crowell and Adam Vick
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Warehouse Team • Laura Wilkes Carey, Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Brian Bauman, Robert Brandenburg, Whitney Chatterjee, Erik Keith, Josh Thornton, and Andrew White

HOW TO PLAY

Starfinder Society Scenario #2-03: The Withering World is a series of 1-hour quests designed for 1st-through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). These quests can be played in any order, though the "Ritual" quest is intended as a finale. The quests are 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.



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GM RESOURCES

The Withering World makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive* (AA), *Starfinder Alien Archive 2* (AA2), and *Starfinder Armory* (AR). This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at sfrd.info.

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

THE WITHERING WORLD

BY RIGBY BENDELE, JESSICA CATALAN, JENNIFER POVEY,
ARC RILEY, AND SHAHREENA SHAHRANI



Deep in the Vast, the world of Enereth-7 is a seemingly impossible planet, the sole survivor of its former solar system. Sometime within the time lost to history known as the Gap, a black hole consumed the various worlds of the solar system. Only the divine intervention of the goddess Yaraesa stopped the disaster from claiming Enereth-7 and its sun. The Lady of Wisdom manifested various divinely powered markers across the surface of the world while gently using her power to protect Enereth-7 and its star from the black hole that threatened to erase it. Since that time, the world has spun between the warmth of a sun and the entropy of a black hole, held between warmth and utter destruction.

After this divine salvation, the people of Enereth-7—an offshoot of the quorlu species, silicon-based creatures with three tentacular arms and three eyestalks (*Starfinder Alien Archive 2* 104)—spread across the world and now number in the millions. Seeing Yaraesa's markers across their world, the subterranean quorlus of this world have come to venerate the Lady of Wisdom and have advanced slowly in the aftermath of the Gap, able to develop firearms and the trappings of pocket civilizations across their home world. As the offshoot quorlus on Enereth-7 continue to develop, they've unlock more and more information from Yaraesa's markers, bringing them further knowledge to consume and understand before learning more knowledge from other markers.

In recent months, an exploration vessel launched from the Pact Worlds discovered Enereth-7 and its strange orbit at the edge of a black hole. Amazed at the fact the world remained habitable, despite being precariously poised between a sun and a black hole, the vessel reported the find back to interested parties in the Pact Worlds. The Starfinder Society reviewed the information and purchased exploration rights to Enereth-7. The organization has since spent the past two months preparing for a full-scale investigation of Enereth-7, assembling a small fleet of exploratory vessels and bringing in several groups of Starfinders, both veteran and novice alike, for this historic mission.

As the Society finalized its expedition, another force has heard about Enereth-7: the Reddened Eye, a cell within the destructive Cult of the Devourer. Worshipers of the entropic deity known as the Devourer, the Reddened Eye sees the black hole as a sort of divine manifestation of their god, and Yaraesa's markers as an affront to the Devourer. These cultists have already arrived

WHERE IN THE UNIVERSE?

This quest pack takes place on the world of Enereth-7, a gray-blue world far away from the Pact Worlds in the Vast with an environment similar to that of Lost Golarion. An offshoot of the quorlu species resides on the vibrant world. For more information on the Vast, see the *Starfinder Core Rulebook*, and for more information on quorlus, see *Starfinder Alien Archive 2*. Booth books are available at bookstores and hobby shops everywhere and online at paizo.com.

secretly in system and have begun studying Yaraesa's markers to uncover a means of corrupting them, thus rendering the planet uninhabitable and spiraling into the black hole. To speed this process along, the cultists have begun preparations to call forth a terrifying entity known as an atrocite (*Starfinder Adventure Path #4: The Ruined Clouds*).

With the Society unaware of the cult's presence or plans, it's up to a junior group of Starfinders assigned to the Enereth-7 mission to learn about the planet's history and people, study Yaraesa's mysterious markers, uncover the Devourer worshippers, stop the cultists from summoning their vile harbinger, and ultimately save Enereth-7 from being consumed by a black hole!

RUNNING THE QUESTS

Starfinder Society Scenario #2-03: The Withering World is a series of five quests, each a short adventure designed to take about 45–60 minutes to play. Collectively, the quests tell a cohesive story with the intended order of "Contact," "Marker," "Ingredient," "Messenger," and "Ritual." Players can experience these quests in any order, though it is recommended that the "Ritual" quest be scheduled as the final part. Venture-Captain Arvin's missives to the PCs appear on pages 26–27; each one corresponds to one of four of the quests, while "Messenger" includes a direct briefing with Arvin.

CHARACTERS

Each player must use one of the 1st-level or 4th-level Starfinder Society pregenerated characters, which are available at paizo.com/StarfinderSociety/GMResources, or a 1st- through 4th-level character of the player's own creation using the rules set forth in the *Starfinder Society Roleplaying Guild Guide*.

BOON SLOTS

No boon slots except for personal boons are available for *The Withering World*, but you should explain that PCs acquire boons as they play adventures.

RECEIVING CREDIT

A player who plays through one or more of the quests receives a Chronicle sheet for *The Withering World*, nothing which specific quests they played. They can later play the rest of the quests in the series, earning greater rewards (see Variable Rewards boon on the Chronicle sheet at the end of this series.) If the player created their own 1st-level character, they apply the Chronicle sheet to that character. If they instead used one of the 1st- or 4th-level pregenerated characters, they can apply the Chronicle sheet to a newly created 1st-level Starfinder Society character. For more information on applying credit to characters by playing pregenerated characters, see the Pregenerated Characters section of the *Starfinder Society Roleplaying Guild Guide*. If the player gains XP for a character from another Chronicle sheet, they can no longer earn additional rewards for that character for playing the other quests in *The Withering World*.

The Withering World can be replayed for credit, but the credit must be applied to a different character each time. When a GM runs a quest, they also gets credit applied to a character. However, each time they run one, they check off any one of the quest boxes on their Chronicle sheet. In this way, a GM can continue to earn credit toward a character even if they run the same quest several times for different groups.

CONTACT BY ARC RILEY

The Reddened Eye is a relatively small cell in the larger Cult of the Devourer, itself an organization comprised of hundreds of disparate groups lacking any central authority. This cell adheres to a particular sect of the cult that idolizes death and destruction above all other pursuits. Recently, members of the Reddened Eye departed Absalom Station and arrived at Enereth-7 following a moment of divine inspiration from their patron deity—in truth, the cell uncovered the Starfinder Society's initial scouting reports on Enereth-7.

Captivated by the planet's precarious orbit at the edge of a black hole, the Reddened Eye have spread across Enereth-7 in hopes of breaking whatever power protects the planet from plunging into the nearby black hole. Among the Reddened Eye, one of the cult's major recruiters, **Raval Domunseir** (CE female drow^{AA} mystic), has

led a campaign of terror across the planet, killing any quorlus who refuse to join the cultists' destructive revelry. Despite the quorlus' belief in a policy of strict nonviolence, Raval's talent for manipulation has lured several quorlu youth into joining her malevolent faith.

The Reddened Eye were angered to learn the planet is being protected by the goddess Yaraesa's divine intervention in the form of a mystical network of menhir markers across the planet. The Devourer worshippers have already begun corrupting the holy formula mystically encoded on these monoliths to neutralize or reverse this protective force, with the intent of eventually sucking Enereth-7 into the nearby black hole.

The Reddened Eye's corruption of the markers has not gone unnoticed by the quorlus, as gravity fluctuations cause apocalyptic earthquakes and violent storms rage across the surface. Quorlu researchers arriving at these corrupted markers were shocked to find death and destruction, as well as the formulas encoded onto these monoliths incomprehensibly altered. With the settlements near those corrupted markers destroyed and their archives missing, the quorlu researchers have requested aid over the mystical network connecting the markers in an attempt to restore the altered formulas to their original state and avert a planetary catastrophe.

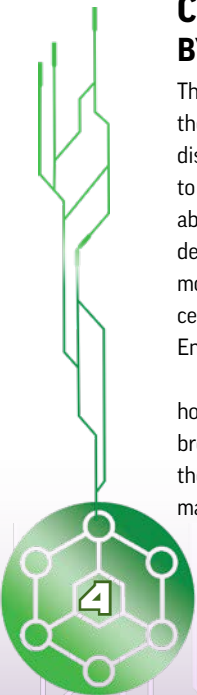
The great archives of Hulwen's Posit, a quorlu settlement under a remote island chain, contain the original formula found on nearly every marker on the planet. **Cantor Alvreein**, (LG female quorlu^{AA2} solarian) whose normal duty is to wait at their local menhir to record newly discovered formula being transmitted over the mystical network, now finds herself in a position to provide aid to researchers attempting to restore corrupted menhirs but in doing so has inadvertently drawn attention from both the cultists and the newly arrived Starfinders.

SUMMARY

Shortly after the Starfinder exploration fleet enters Enereth-7's orbit, Venture-Captain Arvin dispatches several starship crews to explore and map several regions of the planet. Arvin assigns the PCs to identify the source of several mysterious radio emissions from the planet, which the Society has yet to interpret.

Following the signals to their source, the PCs land near the transmission source and meet Cantor Alvreein of Hulwen's Posit, a quorlu solarian priest of Yaraesa who guards a mystical network of menhirs. Alvreein believes an outside force has begun to corrupt the holy menhirs, and the PCs must overcome language barriers and suspicions in order to make peaceful contact. Alvreein then leads the PCs through underground tunnels to Hulwen's Posit to meet other quorlus and discuss the events occurring on Enereth-7.

As the PCs reach Hulwen's Posit, forces from the Reddened Eye cell have arrived first and begun terrorizing the settlement. The PCs must step in and fight off the cultists, learning about the Cult of the Devourer's presence on the world and the Reddened Eye's goal of destroying the menhir network that keeps Enereth-7 from tumbling into a black hole.



GETTING STARTED

After receiving instructions from Venture-Captain Arvin (see **Handout #1** on page 26), the PCs begin in orbit over Enereth-7.

THE SIGNAL

The PCs begin the adventure onboard a Pegasus-class starship, the *Loreseeker*. In Subtier 1–2, the PCs crew the tier 2 Pegasus-class starship, and in Subtier 3–4, they crew the tier 4 Pegasus-class starship. These starships can be found in the *Starfinder Society Roleplaying Guild Guide*, and their stat blocks are included for convenience in **Appendix: Starfinder Society Starships** (see page 28).

To begin their mission, the PCs can use the *Loreseeker*'s computer to locate, identify, and decipher the mysterious signal while approaching Enereth-7. The PCs must attempt a series of different skill checks to learn more about the mysterious signals and their source. The following challenges each represent several skill checks the PCs can perform.

Challenge 1—Triangulate: The nearby singularity and the signal's low intensity make it difficult to isolate from radio echoes. If a PC succeeds at a DC 16 Computers or Diplomacy check (DC 21 in Subtier 3–4) they can network the *Loreseeker*'s computer with other Starfinder ships around the planet to pinpoint the radio source on island chain on the northern hemisphere. The *Loreseeker*'s +2 Computers bonus (+4 in Subtier 3–4) can be applied to this Computers check. The PCs can attempt three checks to discover this information before Venture-Captain Arvin notes their struggles and steps in. If the PCs fail in this attempt, then Arvin manages to pinpoint the source on his own, relaying the information to the PCs after a half hour.

Challenge 2—Filter: If a PC succeeds at a DC 16 Engineering or Profession (electrician) check (DC 19 in Subtier 3–4), they can tune the ship's sensors to isolate the modulated audio signal. The isolated radio signal contains a hauntingly beautiful song that the party can now hear clearly. If the PCs fail this check, they can proceed to a different challenge, though they miss out on the success here.

Challenge 3—Translate: If a PC succeeds at a DC 18 Culture, Profession (mathematician), or Profession (musician) check (DC 21 in Subtier 3–4), the PC realizes the chords have a language-like grammar but are more reminiscent of mathematical formula than natural language. PCs who speak Celestial or Quorlu gain a +4 bonus to this check, and PCs casting *comprehend languages* automatically succeed at this check. If the PCs fail this check, they can resynch with the databanks of the Starfinder fleet, learning the information but taking much longer to do so.

Challenge 4—Formula: If a PC succeeds at a DC 18 Mysticism or Physical Science check (DC 21 in Subtier 3–4), they recognize the song is the formula for calculating the effect of gravity on the shape of other planes. The implications of this are stunning, and show a high degree of both mystical and physical science joined together to create theoretical equations that could stabilize the world in the face of the nearby black hole. PCs with the scholar theme who are specialized in physics can reduce the DC by 5.

Development: Regardless of how long the PCs take to perform the above challenges, they can eventually pinpoint the source of the signals near a smoldering volcanic region on Enereth-7's surface. However, based on the speed at which they can complete the above challenges and reach the site, the PCs gain a circumstance bonus to any skill interactions with Cantor Alvreein in subsequent encounters equal to the number of challenges they successfully overcame.



**CANTOR
ALVREEIN**

MEETING THE CANTOR

The tracked signal leads to an island with a smoldering volcano. Thick foliage covers most of the island, save for the swath of smooth black rock formed from a recent lava flow. The signal originates near a cut rock that rises above the tree canopy about two-hundred feet from the recent lava flow, where a great stone menhir partly rises up from the flow, though its form is cracked and broken.

The PCs can set down their ship on a nearby rock formation that puts them only 100 feet from the site of the signal. The menhir is no longer active, having been destroyed by corrupting rites performed by the cultists of the Reddened Eye. As the PCs exit and get their bearings, they quickly spot a creature with three arms, legs, and eyes stalks—the quorlu Cantor Alvreein. The cantor moves between the PCs and the menhir remains, stopping them about halfway from the landed starship.

Creatures: Alvreein is extremely excited to make first contact with the PCs. Having an overtly positive view of the universe, she doesn't immediately assume the PCs are hostile entities. Despite being a quorlu, she speaks only Celestial and Enerethian (the local language of Enereth-7) as her species was an offshoot of the main quorlus who ended up on Enereth-7 under mysterious circumstances lost to the Gap. Alvreein begins with a starting attitude of friendly and is extremely curious about the PCs. As long as the PCs succeed at a DC 10 Bluff or Diplomacy check, they can keep Alvreein's trust, regardless of how easily they can communicate with her.



Without a shared language, Alvreein can communicate through hand gestures that the PCs should not approach the menhir ruins, but asks the PCs to follow her into a tunnel to the nearby settlement. With a shared language, Alvreein begins overwhelming the PCs with questions about where they're from and if they know about the corruption to the menhirs, then insists they must meet the elders of her settlement.

Infamy: If the PCs attack Alvreein, or attempt to approach the menhir, she forms her solar armor and pleads with the PCs to stop. Alvreein does not participate in combat and retreats if the PCs perform any hostile action. Be sure to warn any player attempting such a course of action that continuing to attack an unarmed priest will earn Infamy.

Development: The PCs should follow Alvreein to the nearby settlement of Hulwen's Posit. Cantor Alvreein leads the party on an underground trek into the side of a volcano, which takes approximately 15 minutes. She then takes the PCs through a series of twisting tunnels that require an extra half hour of subterranean travel. The PCs then arrive in Hulwen's Posit, as detailed in area A.

If the PCs scare off Alvreein, they can still track her by succeeding at a DC 12 Survival check. Otherwise, the menhir here is corrupted beyond repair and the PCs can only gather that it's part of a much larger network of such structures. In this case, Arvin can once again help the PCs from orbit by providing the location of Hulwen's Posit, though the PCs arrive after the Devourer cultists have slain several quorlus.

A. HULWEN'S POSIT (CR 3 OR CR 5)

The tunnels open into a large, dimly lit cavernous area. Dozens of three-armed creatures sit quietly reading and copying scrolls onto fresh silicone sheets. A youth of this species pierces the silence with an excited shrill leading all the nearby creatures to stand and ponderously approach. The beings excitedly talk over one another, filling the cavern with a cacophony of song-like voices.

In the distance a few high-energy weapon discharges disperse the crowd in shock, sending the creatures scattering. A battle-scarred violet-skinned elven woman, flanked by two of the locals in menacing spiked armor, holds a gun up in a cocky fashion. "Welcome to Enereth-7, Starfinders. My name is Raval Domunseir. I saw your ship when we landed."

The ceiling of this cavern raises up 30 feet, and several glowing crystals nestled along the cavern ceiling provide ample illumination for the entire area. Column-like walls of stone break up the area, as do small pools of water that the quorlus have dug for what little sustenance they require.

Creatures: The PCs have arrived at the outskirts of Hulwen's Posit just as Raval and her quorlu recruits from other settlements arrived make the Reddened Eye's demands known. Raval recognizes the Starfinder Society won't stand for her cell's destructive plans. She knows she's outmatched but states that she's here to "correct the cosmic imbalance" caused by Yaraesa's

"little divine experiment," something the PCs may not have context for. Raval goes on to threaten that one way or another, the Devourer will take his due and may consume another planet in retaliation for Yaraesa's intervention.

If the PCs consider Raval's arguments, the drow offers a compromise.

"Yaraesa's protection was fading when we arrived, and you have no means to restore it. Even if you stop, this planet will be consumed, possibly along with many others in the resulting divine war this could spark. Leave us to complete our mission, and we will permit you to save as many people, species, and cultural artifacts as you're able before the planet is consumed."

It's likely the PCs don't accept, at which point Raval bores of the negotiation and fires a shot at the nearest (or most talkative) PC.

SUBTIER 1-2 (CR 3)

RAVAL DOMUNSEIR CR 2

Female drow mystic (*Starfinder Alien Archive* 42)

NE Medium humanoid (elf)

Init +2; **Senses** darkvision 60 ft.; **Perception** +13

DEFENSE HP 23 RP 3

EAC 12; **KAC** 12

Fort +1; **Ref** +1; **Will** +7; +2 vs. enchantment

Immunities sleep; **SR** 8

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee survival knife +4 (1d4+2 S)

Ranged thunderstrike sonic pistol +6 (1d8+2 S; critical deafen)

Offensive Abilities create darkness, share pain

Spell-Like Abilities (CL 2nd)

At will—*dancing lights*, *detect magic*

Mystic Spell-Like Abilities (CL 2nd)

At will—*mindlink*

Mystic Spells Known (CL 2nd, ranged +6)

1st (3/day)—*charm person* (DC 15), *mind thrust* (1st level, DC 15)

0 (at will)—*fatigue*, *telekinetic projectile*

Connection mindbreaker

TACTICS

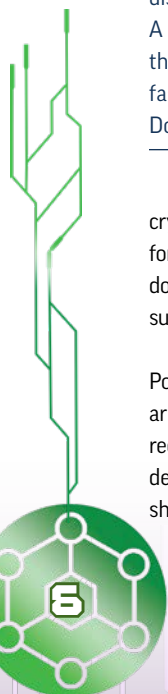
During Combat Raval finds cover, creates darkness around her, and waits until a PC closes, at which point she casts *mind thrust*. Raval uses share pain whenever hit for 2 or more damage. If the PCs don't close to get her attention, she spends standard actions shooting at fleeing quorlu citizens to goad the PCs into closing or targeting her.

Morale Raval fights to the death.

STATISTICS

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

Skills Diplomacy +7, Intimidate +8, Mysticism +12, Sense Motive +12



THE WITHERING WORLD

A. HULWEN'S POSIT



SCALING ENCOUNTER A

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

Both Subtiers: Raval is sickened from exposure to various subterranean gases.

Languages Abyssal, Common, Drow

Gear graphite carbon skin, survival knife, thunderstrike sonic pistol with 2 batteries (20 charges each), credstick (655 credits)

DEVOURER RECRUITS (2) CR 1/2

Quorlus (*Starfinder Alien Archive* 2104)

N Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision;

Perception +4

DEFENSE HP 14 EACH

EAC 13; **KAC** 14

Fort +2; **Ref** +2, **Will** +0; +2 vs. bleed

Immunities drugs, disease, poison; **Resistances** fire 5

Weaknesses susceptible to cold

OFFENSE

Speed 25 ft.

Melee survival knife +6 (1d4+3 S)

Ranged tactical semi-auto pistol +2 (1d6 P)

TACTICS

During Combat The recruits follow Raval's orders (given in Abyssal) to move between Raval and the PCs. The recruits then spend their actions firing pistols at the weakest armored targets first.

Morale The recruits fight until Raval is slain and the recruit is reduced to 6 Hit Points or less, at which point that Devourer recruit surrenders.

STATISTICS

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

Skills Athletics +9, Culture +4, Intimidate +5

Languages Abyssal, Enerethian

Other Abilities multiarmed (3), tunneler

Gear stationwear flight suit, survival knife, tactical semi-auto pistol with 18 rounds

SPECIAL ABILITIES

Endothermic (Ex) A quorlu has resistance 5 to fire that stacks with one other source of fire resistance.

Lithic (Ex) A quorlu's silicon-based physiology grants it immunity to disease and poison, and it gains no benefit from drugs, medicinals, and similar nonmagical substances. It also gains a +2 racial bonus to saving throws against

bleed effects. A quorlu doesn't breathe or suffer the normal environmental effects of being in a vacuum.

Stable (Ex) A quorlu gains a +4 racial bonus to AC against combat maneuvers to bull rush, reposition, or trip.

Susceptible to Cold (Ex) When a quorlu takes cold damage, it becomes fatigued for 1 round. This effect doesn't cause a fatigued quorlu to become exhausted.

Tunneler (Ex) A quorlu can dig through soil at a rate of 5 feet per minute. A quorlu can use this ability combined with its internal heat to dig through stone at a rate of 1 foot per minute. When it digs, a quorlu can leave a tunnel behind.

SUBTIER 3-4 (CR 5)

RAVAL DOMUNSEIR CR 4

Female drow mystic (*Starfinder Alien Archive* 42)

NE Medium humanoid (elf)

Init +2; **Senses** darkvision 60 ft.; **Perception** +16

DEFENSE HP 47 RP 3

EAC 16; **KAC** 16

Fort +3; **Ref** +3; **Will** +9; +2 vs. enchantment

Immunities sleep; **SR** 10

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee survival knife +6 (1d4+3 P)

Ranged corona laser pistol +8 (2d4+4 F; critical burn 1d4)

Offensive Abilities backlash, create darkness, share pain

Spell-Like Abilities (CL 4th)

At will—*dancing lights*, *detect magic*

Mystic Spell-Like Abilities (CL 4th)

At will—*mindlink*

Mystic Spells Known (CL 4th, ranged +8)

2nd (3/day)—*fear* (DC 17), *mind thrust* (2nd level, DC 17)

1st (6/day)—*charm person* (DC 16), *mind thrust* (1st level, DC 16), *reflecting armor*

0 (at will)—*fatigue*, *telekinetic projectile*

Connection mindbreaker

TACTICS

Before Combat Raval prepares for combat by casting *reflecting armor* on herself.

During Combat Raval begins combat by creating darkness and then casting *fear* on the most armored PC. She then casts *mind thrust* on the first PC in range, which causes backlash if they resist. Raval uses share pain whenever hit for 4 or more damage and dismisses *reflecting armor* the first time she's hit for 8 or more damage.

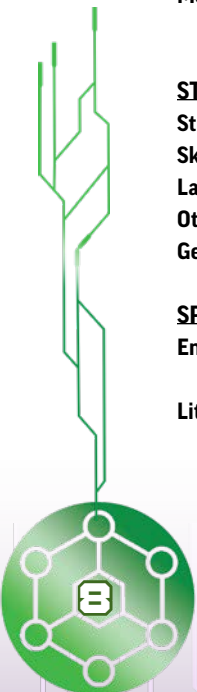
Morale Raval fights to the death.

STATISTICS

Str +0; **Dex** +2; **Con** +0; **Int** +0; **Wis** +5; **Cha** +1

Skills Diplomacy +10, Intimidate +11, Mysticism +15, Sense Motive +15

Languages Abyssal, Common, Drow



Gear graphite carbon skin, survival knife, corona laser pistol with 2 high-capacity batteries (40 charges each), credstick (1,000 credits)

DEVOURER RECRUITS (2)

CR 1/2

HP 14 each (see Subtier 1–2)

CONCLUSION

With the cultists defeated, the local quorlus piece together that the Reddened Eye cultists are the real cause for the destruction at other colonies. They're worried the researchers Cantor Alvrein was sending records to may also be in jeopardy.

If the party still cannot effectively communicate with the quorlus, a local mystic offers to cast *share language* on up to two PCs, which gives them Celestial and Enerethian for 24 hours. This can be used to fill in any gaps the PCs may have about the quest so far. The leading quorlus request the PCs' assistance in fending off the Devourer cultists, who they believe to be acting across the planet in some massive scheme to corrupt the marker network and destroy Enereth-7.

Whether the PCs accept or not, Cantor Alvrein escorts the party through the tunnels back to the surface. This gives them another opportunity to talk with her on a subject of their choice. On their way to the surface, Alvrein collapses the tunnel at key points to protect Hulwen's Posit from another attack—the quorlus can easily dig their way out if necessary.

MARKER

BY JESSICA CATALAN

Enereth-7 would not exist without the goddess Yaraesa's protection, and the mystical network of magical stone markers she manifested across the planet. These ancient stones depict underlying truths of the universe and act as a powerful magical defense that shields Enereth-7 from the effects of the nearby black hole.

Unable to destroy the powerful markers, the Cult of the Devourer has enacted a ritual to corrupt the knowledge they contain. As the errors spread, the markers' magic falters, dooming Enereth-7 to consumption by the black hole.

SUMMARY

The PCs traverse unstable ground and a wide crevasse before arriving at one of Yaraesa's markers, which has been trapped and corrupted by the Cult of the Devourer. The PCs have a chance to investigate the monument before being attacked by a pair of corrupted guardians. After the battle, they can undo the damage done to Yaraesa's marker.

GETTING STARTED

After receiving instructions from Venture-Captain Arvin (see **Handout #2** on page 26), the PCs land on the surface of Enereth-7. Read or paraphrase the following to get the adventure underway.

JUMPING IN

If your PCs have not played "Contact," inform them that they're investigating a malfunctioning magical menhir that protects Enereth-7 from a nearby black hole. The PCs must travel to the marker and repair it before the planet's defenses fail.

The sky over Enereth-7 is a dusty gray-blue, lit by a large, orange sun. On the opposite horizon is the ever-present black hole—its invisible center framed plainly by its massive halo of white light. It's chilly, and the dry air smells acrid. A series of rocky buttes and short soil-caked mesas bound together by green lies ahead, with transparent grass that makes a jingling sound in the breeze. The incline looks mild, but the rock appears sharp to the touch and the soft orange soil lays loosely on the ground.

This region of Enereth-7 has thin atmosphere. Remind players that all armors provide basic environmental protections, as described on pages 196 and 198 of the *Starfinder Core Rulebook*.

THE HIKE

As the PCs follow the coordinates uphill, the ground shifts and gives out under their feet, causing painful pitfalls. Each PC must attempt a DC 13 Acrobatics, Athletics, Perception, or Survival check (DC 15 in Subtier 3–4). Success indicates that the PC narrowly avoids falling into a sinkhole as it opens beneath them. Failure results in a PC falling into a waist-deep crevasse of sharp jagged rocks that deals 1d6 piercing damage and traps their lower limbs. PCs can escape without further harm with a DC 10 Acrobatics check. Failing causes the rocks to tear up the PCs' lower limbs as they squirm free, reducing their land speed by 10 feet (which can be removed by taking a 10-minute rest or receiving any healing).

THE CREVASSE

Uphill past the shifting ground, the flora becomes dense and diverse. Vibrant magenta flowers that grow on corkscrew stems with petals as thin as gossamer rest among the transparent grass. Trees in the area are thick and tall with gray, smooth bark and yellow leaves, draped in elastic vines.

A crevasse—20 feet deep, 30 feet across, and 60 feet long—blocks the PCs' advance to their destination. Crystalline bugs carpet the bottom of the crevasse, reflecting the light as they move. A tree grows on each side of the crevasse, with a third toppled over, spanning the crevasse like a makeshift bridge. A PC who succeeds at a DC 12 Engineering check can determine the ground here is stable and the tree is firmly in place.



Crossing the tree-bridge requires a PC to succeed at an Acrobatics check. Alternatively a PC can use the vines to climb or swing across, requiring a successful Athletics check. Finally, a PC can circumvent the crevasse with a successful Survival check. The DC for these checks is 15 (DC 17 in Subtier 3–4). Failure on the Survival check means the PC fails to find a safe way around, while failing at the Acrobatics or Athletics check results in a fall into the crevasse that deals 2d6 bludgeoning damage to the PC. Falling PCs can attempt a DC 13 Reflex save (DC 15 in Subtier 3–4), with success letting them catch themselves on a branch or vine, which leaves them dangling dangerously over the pit. The bugs at the bottom of the crevasse pile on top of each other in an effort to reach the PCs, forming an ominously growing mound that nears but never reaches them. Recovering from such a position requires a subsequent successful DC 13 Acrobatics or Athletics check, while falling results in only 1d6 bludgeoning damage. The bugs swarm over anything in the crevasse and spray it with digestive fluids. A PC sprayed gains the sickened condition for 10 minutes or until they wash the spray off, but otherwise take no ill effects. Climbing out of the crevasse requires a successful DC 5 Athletics check.

B. ANCIENT RUINS

Cresting the top of the final mesa, the PCs reach their destination: the site of the marker.

B1. GROVE (CR 1 or CR 3)

A well-trod path of orange soil winds through the lush vegetation in this sheltered grove. Tall, gray trees crowned with yellow leaves hide the sun from view, but the white nimbus of light surrounding the black hole is inescapable and dominates the sky. In the southern end of the grove is an ancient stone ruin, sunken into the earth, while to the east is a tall stone marker illuminated by blue and red symbols.

Traps: Members of the Reddened Eye left a simple trap at the entrance to this grove in order to stop anyone who came looking for the menhir. Hidden behind the tree just north of the path, this trap triggers as soon as a PC enters the center of the marked area on the map. The trap consists of a crude trip-wire mechanism that when tripped hurls a grenade, which promptly detonates. Minor tracking units within the trap allow the grenade to strike the triggering creature, rather than a set square.

SUBTIER 1–2 (CR 1)

GRENADE LOBBING TRAP CR 1

Type technological; **Perception** DC 21; **Disable** Engineering DC 16 (disable motion sensors)

Trigger location; **Reset** none

Effect explosion (2d6 A); Reflex DC 12 half; multiple targets (all targets in a 10-ft.-radius area of triggering creature)

SUBTIER 3–4 (CR 3)

ADVANCED GRENADE LOBBING TRAP CR 3

Type technological; **Perception** DC 24; **Disable** Engineering DC 19 (disable motion sensors)

Trigger location; **Reset** none

Effect explosion (4d6 A); Reflex DC 14 half; multiple targets (all targets in a 10-ft.-radius area of triggering creature)

Development: Searching the area uncovers an earring made of humanoid fingerbones and a RageMax protein bar still in its wrapper. A PC who succeeds at a DC 15 Culture check recognizes RageMax as a low-grade bar that's developed popularity with gang members on Absalom Station as well as with many inhabitants with strong ties to the Cult of the Devourer.

Treasure: PCs who successfully disable the trap can salvage two mk 1 disintegrator grenades (mk 2 in Subtier 3–4). Treat these as incendiary grenades that deal acid damage instead of fire and deals corrode damage instead of burn damage, which functions as the burning condition but deals acid damage.

B2. RUINS

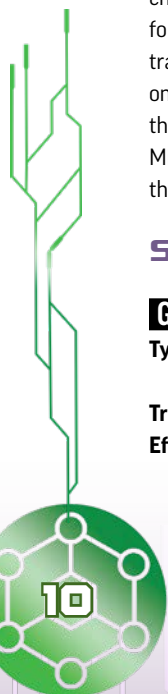
Sparkling stone stairs lead down into a pair of sunken chambers that have clearly been ransacked. Debris from broken furniture and shattered crystals litter the floor. Nailed to the wall by a rusty iron spike is the severed head of a creature with three eye stalks, dead at least a few days.

The Reddened Eye sent agents to destroy this study area and records room just over a week ago. A PC who succeeds at a DC 10 Medicine check determines the head belongs to a quorlu and a rusty, serrated blade was used to perform the act. If the PCs have played the "Contact" quest, then they can immediately recognize the head as belonging to a quorlu. Strangely, there is no body to be found.

PCs searching the wreckage discover destroyed silicone panes that were once the dead quorlu's records. The PCs can also find an empty aerosol container and a plastic bowl dusted with residue from a red powder. Both objects are of Pact Worlds origin and contained ingredients necessary for the Reddened Eye's corruption ritual they performed on the menhir.

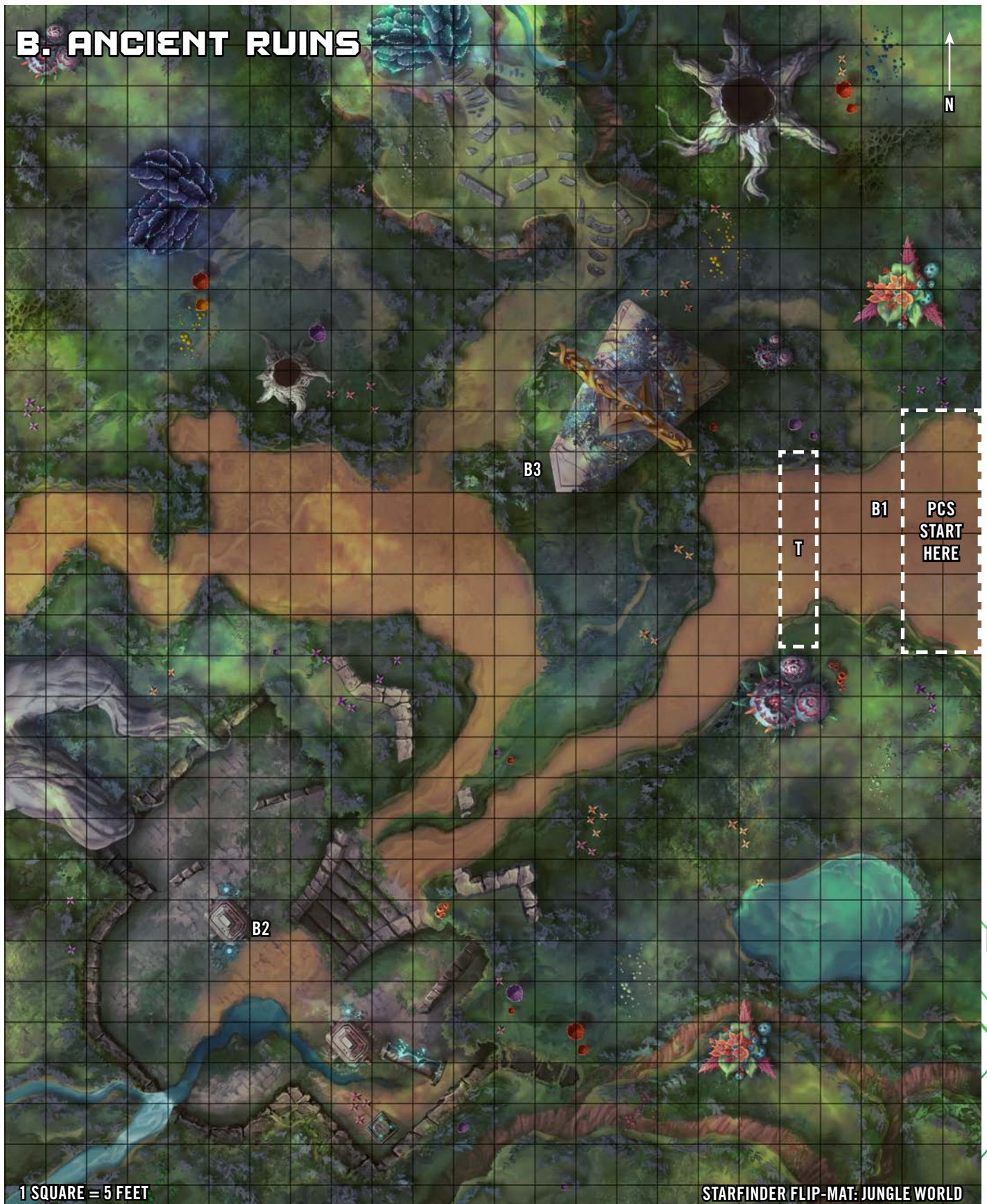
B3. YARAESA'S MARKER (CR 3 or CR 5)

A stone pillar, tightly orbited by glowing symbols that hover mere inches above its surface, rises above this clearing. Most of the floating symbols are white, though the bottom third are blue. In the center of the menhir, a tarry black growth contracts every few seconds like a slowly beating heart. Bulging blackened veins radiate out from this grotesque tumor, creeping farther across the stone with every pulse. Around these veins the floating symbols glow a malign red and become jagged and malformed.



THE WITHERING WORLD

B. ANCIENT RUINS



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: JUNGLE WORLD



SCALING ENCOUNTER B1

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

All Subtiers: Reduce the explosion area to a 5-foot radius.

Around the menhir the world is changed. It's hot, the plants are dead, and the air stinks of decay. The once-white accretion disk of the distant black hole glows blood red, cradling and ominous black disk in its center—the singularity's event horizon impossibly made visible.

The black growth beats. Its veins writhe. A blue symbol shatters, its shards of light darken to red, then rejoin in a new configuration.

This region is very hot and subject to low-level radiation. Remind players that their armor's environmental protections shield them from these hazards.

A PC who succeeds at a DC 12 Mysticism check recalls that a black hole with a red accretion disk, like that seen in the sky, is the unholy symbol of the Devourer, a nameless god concerned with the obliteration of all reality.

The Reddened Eye servants of the Devourer have corrupted Yaraesa's marker in this area. A PC who succeeds at a DC 10 Physical Science or Profession (mathematician) check understands that the menhir is covered in complex mathematical equations and scientific formulas related to the movement of celestial bodies, gravity, and black holes. Most of the formulas remain incomplete, but the glowing blue formulas that fill the lower third of the menhir have been solved, and the glowing red symbols represent catastrophic errors. Exceeding the DC by 5 or more reveals the top half of the monument is riddled with incomplete equations unknown to the Pact Worlds. This information is incredibly valuable, and the Starfinder Society would be interested in any copies and photos the PCs could capture of it.

It's obvious the black growth does not belong on the menhir and is causing it harm. A PC who succeeds at a DC 10 Life Science or Medicine check recognizes that this formation is neither alive nor any kind of disease. A PC succeeding at a DC 15 Mysticism check discerns the growth is the physical manifestation of a magical ritual meant to destroy the monument. Although the growth cannot be harmed, it could be countered.

PCs can cleanse Yaraesa's marker by correcting the errors in its equations. They must touch the incorrect symbols and trace accurate symbols overtop. This can be done with a successful DC 16 Mysticism, Physical Science, or Profession (mathematician) check (DC 19 in Subtier 3–4) as a full action. One PC can attempt

this check each round. There are three incorrect equations on the menhir that must be solved, requiring three separate checks.

Creatures: Two corrupted guardians emerge from the jungle to attack one round after a PC touches Yaraesa's marker. These stone quorlu statues have the same corruption visible on the menhir. The statues otherwise stand inert in the jungle unless attacked. The PCs can spot the statues by succeeding at a DC 16 Perception check.

SUBTIER 1–2 (CR 3)

CORRUPTED GUARDIAN STATUES (2) CR 1

N Medium construct (magical)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

Fort +1; **Ref** +1; **Will** –1

DR 2/adamantine; **Immunities** construct immunities; **SR** 12

Weaknesses vulnerable to acid

OFFENSE

Speed 25 ft.

Melee body spikes +9 (1d6+5 P)

Ranged eye ray +6 (1d4+1 C)

Offensive Abilities corrupting spray, eldritch attacks

TACTICS

Before Combat The corrupted guardians emerge from the jungle one round after a PC touches Yaraesa's marker, beginning their turns as marked on the map.

During Combat The corrupted guardians use their corrupting spray whenever possible. When they can't use their corrupting spray, they prefer to fight in melee.

Morale The corrupted guardians fight until destroyed.

STATISTICS

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

Languages Quorlu (can't speak any language)

Other Abilities mindless, unliving

SPECIAL ABILITIES

Corrupting Spray (Su) Once every 1d4+1 rounds as a standard action, a corrupted guardian can fire all three of its eye rays, creating a 30-foot cone of freezing black sludge. All creatures within the cone take 2d6 cold damage (Reflex DC 13 half).

Eldritch Attacks (Su) A corrupted guardian's body spikes and attacks it makes with analog weapons are treated as magic for the purpose of overcoming DR and damaging incorporeal creatures.

Eye Ray (Su) As an attack, a corrupted guardian can shoot a blast of freezing sludge from one of its eyes with a range increment of 30 feet at a single target.

SUBTIER 3–4 (CR 5)

CORRUPTED GUARDIAN STATUES (2) CR 3

N Medium construct (magical)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

DEFENSE

HP 40 EACH

EAC 14; KAC 16

Fort +3; Ref +3; Will +0

DR 2/adamantine; Immunities construct immunities; SR 14

Weaknesses vulnerable to acid

OFFENSE

Speed 25 ft.

Melee body spikes +12 (1d8+7 P)

Ranged eye ray +9 (1d6+3 C)

Offensive Abilities corrupting spray, eldritch attacks

TACTICS

Use the tactics from Subtier 1-2.

STATISTICS

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

Languages Quorlu (can't speak any language)

Other Abilities mindless, unliving

SPECIAL ABILITIES

Corrupting Spray (Su) Once every 1d4+1 rounds as a standard action, a corrupted guardian can fire all three of its eye rays, creating a 30-foot cone of freezing black sludge. All creatures within the cone take 4d6 cold damage (Reflex DC 14 half).

Eldritch Attacks (Su) A corrupted guardian's body spikes and attacks it makes with analog weapons are treated as magic for the purpose of overcoming DR and damaging incorporeal creatures.

Eye Ray (Su) As an attack, a corrupted guardian can shoot a blast of freezing sludge from one of its eyes with a range increment of 30 feet at a single target.

Development: When Yaraesa's marker is cleansed, or the last guardian is defeated, the black growth explodes in a burst of brilliant blue light, revealing a glowing holy symbol of Yaraesa in the center of the menhir. The sky reverts to normal. If the corrupted guardians weren't destroyed, they stop fighting, lose all attack forms, and move adjacent to the menhir.

CONCLUSION

Venture-Captain Arvin is relieved if the PCs managed to cleanse Yaraesa's marker. PCs who copied or captured images of the symbols on the upper half of the menhir bring back clues to unlocking unknown secrets of the universe. The Starfinder Society values this data highly, although it might take decades for them to interpret it.

INGREDIENT

BY JENNIFER POVEY

The Reddened Eye cell of the Cult of the Devourer has continued their corruption of the magical markers that stabilize the world of Enereth-7. Should the cultists complete their malicious acts, the divinely wrought menhirs could fall to ruin and

SCALING ENCOUNTER B3

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

All Subtiers: Remove the corrupted guardians' damage reduction and spell resistance. Reduce the area of their corrupting spray to a 15-foot cone.



CORRUPTED GUARDIAN STATUE

SYMM 2



JUMPING IN

If your players have not played the "Marker" quest that precedes this one, then another team has uncovered a plot by cultists to destabilize the menhirs around Enereth-7. The team found a cache of goods the cultists plan to use, but they need the PCs to get in to make the necessary switch to forestall the corruption rites.

the entire planet could slip into the maw of a nearby black hole. Luckily, for both Enereth-7's populace and the visiting Starfinders, the Devourer cultists have yet to complete their malign rituals.

Having discovered the Reddened Eye's presence on Enereth-7, as well as stopping the corruption of a menhir, the Starfinder Society now tasks a group of agents with intercepting the ingredients used by the Reddened Eye to perform their debased rites. By acquiring replacement ingredients and swapping them with the substances used by the Devourer cultists, the Society can further delay the Reddened Eye's efforts in bringing total destruction to Enereth-7.

SUMMARY

Venture-Captain Arvin sends the PCs to a recently discovered camp belonging to the Reddened Eye cell. He wants the PCs to replace several of the ingredients used in the cultists' rituals, hoping the swap would disrupt the ritual and stop the spread of corruption.

The PCs land on Enereth-7 in a sweltering jungle of crystalline plants. They must navigate through the jungle and find ingredients that resemble those the cultists are using to deface the menhirs, using various skills to harvest each one. While doing so, they disturb, and have to fight off, a swarm of local predators. Afterward, the PCs find the cultists' stash of ingredients and make the swap.

GETTING STARTED

The PCs begin on the surface of Enereth-7. Provide the PCs with Venture-Captain Arvin's briefing notes (see **Handout #3** on page 26). Arvin has dispatched the PCs to traverse more of the planet's jungle in order to discover a cache of ingredients that the cultists of the Reddened Eye have been using for their corruption rituals.

As the PCs make their way through the jungle, read or paraphrase the following.

Enereth-7's crystalline jungle is cool and damp, water dripping slowly from the leaves overhead. Local wildlife moves through the trees around the area, rattling the crystalline leaves and filling the area with a soothing melodic sound.

The trail widens to about ten feet. Rough roots emerge from the ground, making extended travel bothersome. Local fauna squawks through the foliage. Washed-out colors fill the sky almost to a blue white, and the great orb of the sun rises towards its zenith.

C. JUNGLE CLEARING

The region of Enereth-7 where Arvin has sent the PCs to explore is a cool rain forest, albeit colored by the crystalline nature of the ecology. The terrain is primarily unclaimed wilderness, a good distance away from any of the quorlus' underground settlements (see the "Contact" quest) and inhabited by a variety of wildlife and plant life. Large crystalline trees fill the area, forming a canopy. Much of the wildlife lives in the canopy, and the ground areas are relatively devoid of creatures.

The PCs' primary task is to find several substitute ingredients while on their way to the Reddened Eye's camp. There are three ingredients: baneflowers, nightvines, and tanisk secretions. How the PCs can find each of these is listed below, though Arvin's notes provide more information on how to collect these. This portion of the quest is a series of skill checks, as the PCs move around the map collecting various ingredients necessary to corrupt the Reddened Eye's ritual materials.

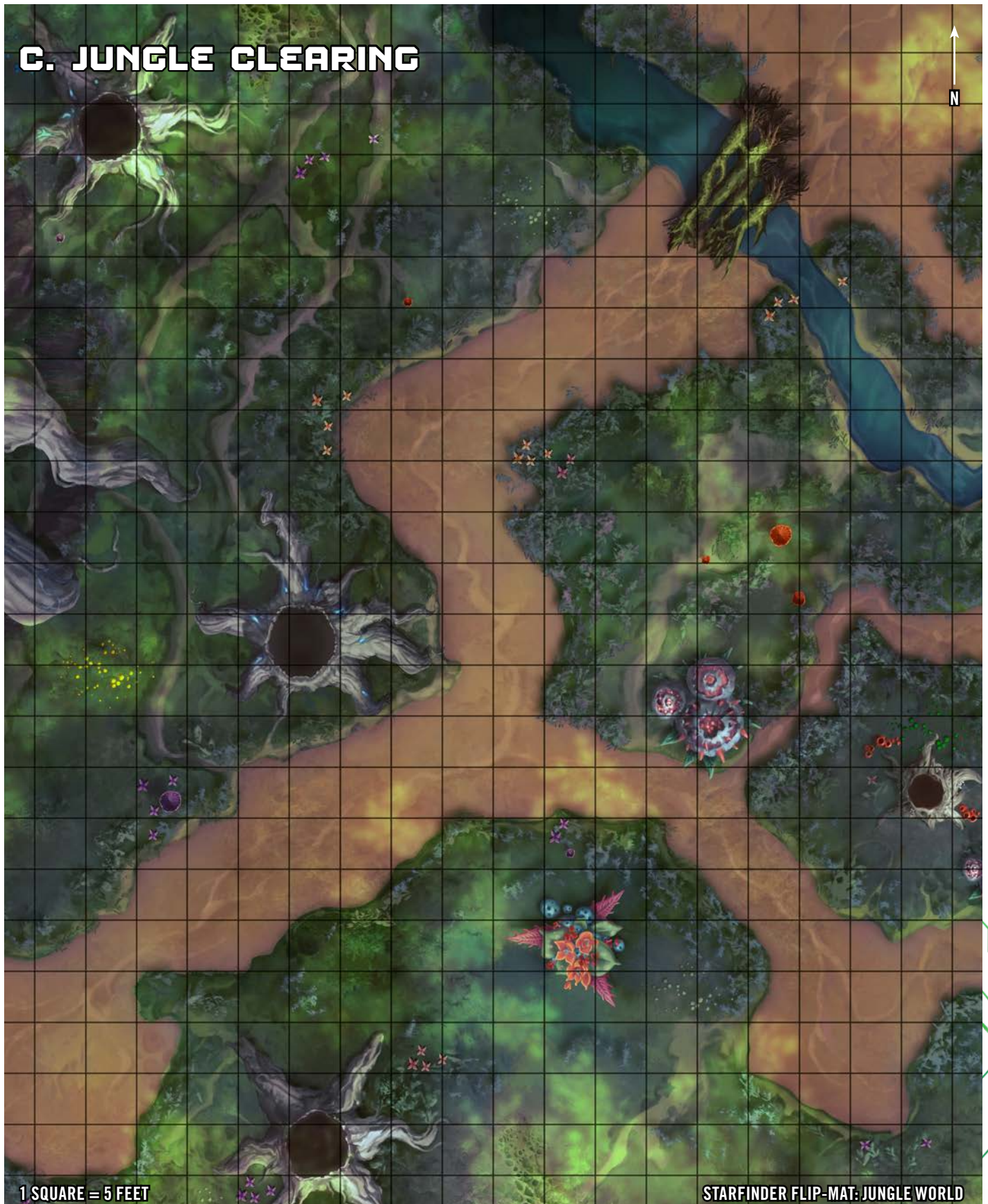
Baneflowers: Baneflowers can be found all along the paths in this portion of the forest. A PC who succeeds at a DC 13 Life Science check (DC 15 in Subtier 3-4) can recognize several foul-smelling flowers along the jungle path as baneflowers. If the PCs fail this check, then they must spend an hour searching the area enough to differentiate which plant is which.

If the PCs activate the environmental protections on their armor, they can easily collect the baneflower residue, a kind of crystalline pollen, from the plant's heart. Although the flower isn't overly dangerous, anyone who attempts to collect the substance without environmental protections must succeed at a DC 14 Fortitude save or gain the sickened condition for following hour.

Nightvines: The nightvines can be harvested from any of the nearby trees, though this plant grows only at a higher elevation, requiring that a PC successfully climb up at least 20 feet to harvest some of the vine. A PC must succeed at a DC 12 Athletics check (DC 15 in Subtier 3-4) or be able to fly to reach the vine. The PCs can scale any of the trees as marked on the map. A PC



C. JUNGLE CLEARING



1 SQUARE = 5 FEET

STARFINDER FLIP-MAT: JUNGLE WORLD

SCALING AMBUSH

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

Both Subtiers: Remove two Enerian tree hoppers from the encounter.

who fails the Athletics check takes 1d6 points of falling damage.

Nightvine is a dark greenish-blue in color with red fruiting bodies that resemble small, soft crystals. Removing nightvine can be difficult and requires that a PC deal at least 6 fire or slashing damage to one of the vines. If the nightvine is attacked in this manner and less than 6 damage is dealt, then it thrashes wildly, dealing 1d6+1 piercing damage to all adjacent creatures—this has no effect on creatures attacking at a distance of over 5 feet.

Tanisk Secretions: Tiny frog-like creatures known as tanisks meander around the stream along the southern edge of the map. The PCs have to catch a tanisk to get the ingredient. The tanisks aren't aggressive or overtly dangerous, but they move quickly when threatened. PCs hoping to capture one of these creatures must succeed at a DC 14 Acrobatics or Survival check (DC 17 in Subtier 3–4). Failing a skill check to catch a tanisk has no ill effect, but the PCs must continue attempting checks to successfully grab a tanisk.

Once they grab, a PC must successfully extract a secretion from the creature's back hide (a PC can easily see the secretion). A PC can do so by violently squeezing, which provides the necessary secretion, but also causes a reaction from the tanisk that causes it to vomit a particularly virulent acidic compound that deals 2d6 acid damage to the squeezer (3d6 damage in Subtier 3–4). A PC damaged by this acid must succeed at a DC 10 Reflex save to avoid dropping the collected secretions. Alternatively, a PC can attempt to gently coax the secretions out of the tanisk, requiring a successful DC 14 Survival check (DC 16 in Subtier 3–4). Failing this check causes the tanisk to leap free, requiring the PC capture another tanisk.

A tanisk has 1 Hit Point. Once dead, a tanisk cannot provide the required secretions.

Development: The PCs shouldn't have much difficulty collecting the three necessary ingredients, though it may take them some time. At the end of their time spent harvesting, the PCs may suffer from some minor damage or ill effects from harvesting the various ingredients, but otherwise be ready for the ambush that follows.

AMBUSH! (CR 4 OR CR 6)

Once the PCs have retrieved the ingredients, or there are 30 minutes or fewer left to complete the quest, then a group of local predators takes note of the PCs' presence and moves to attack.

The group approaches by making a single unified Stealth check opposed by each PCs' Perception check.

Creatures: Enerian tree hoppers are ambush predators that operate in packs. They cling to the trunks of trees and then drop down onto their perceived prey. Enerian tree hoppers resemble almost translucent horseshoe crabs, with a carapace above and sensitive parts below. Their front pair of limbs end in vicious claws, which they use to tear into their prey.

Although not particularly smart, tree hoppers work well together. Each pack is led by a male and female breeding pair that generally leap last into combat. These creatures seldom roam the grounds of the jungle, preferring to be among the jungle canopy as much as possible. Armed with an excellent sense of smell, Enerian tree hoppers can be surprisingly dangerous predators for their size.

The predators act in the surprise round, and only PCs who succeeded at their Perception check can act in that round. The tree hoppers drop out of the trees onto the PCs, making a falling pounce attack as part of their fall.

SUBTIER 1–2 (CR 4)

ENERIAN TREE HOPPERS (6) CR 1/2

N Small animal

Init +2; **Senses** blindsense (scent) 30 ft., low-light vision;

Perception +4

DEFENSE HP 13 EACH

EAC 10; **KAC** 12

Fort +0; **Ref** +2; **Will** +1

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claws +4 (1d4+2 S)

Offensive Abilities falling pounce

TACTICS

During Combat Three of the tree hoppers fall from the canopy 20 feet. On the following round, the remaining tree hoppers drop down to join the fight.

Morale A tree hopper fights until reduced to 2 or fewer Hit Points, at which point it flees.

STATISTICS

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

Skills Acrobatics +9, Athletics +4, Stealth +9

SPECIAL ABILITIES

Falling Pounce (Ex) When falling over 5 feet, an Enerian tree hopper can make a full attack against an adjacent target with only a –2 penalty to its attack rolls. The tree hopper takes no falling damage if it hits with at one of its attacks.

SUBTIER 3–4 (CR 6)

ENERIAN TREE HOPPERS (6) CR 1

N Small animal

Init +2; **Senses** blindsense (scent) 30 ft., low-light vision;

Perception +5

DEFENSE HP 20 EACH

EAC 11; **KAC** 13

Fort +1; **Ref** +3; **Will** +2

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claws +5 (1d4+3 S; critical bleed 1d3)

Offensive Abilities falling pounce

TACTICS

Use the tactics from Subtier 3–4.

STATISTICS

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

Skills Acrobatics +10, Athletics +5, Stealth +10

SPECIAL ABILITIES

Falling Pounce (Ex) When falling over 5 feet, an Enerian tree hopper can make a full attack against an adjacent target with only a –2 penalty to its attack rolls. The tree hopper takes no falling damage if it hits with at one of its attacks.

Development: Once the PCs manage to defeat or drive off the tree hoppers, they can proceed with their mission without much problem. Continuing on the path they arrived in the area from, the PCs can eventually reach the temporarily abandoned lair of the Reddened Eye cultists in the area. The lair is a partially collapsed cave that contains three containers filled with ritual ingredients.

The PCs can pollute the collected ingredients by adding in their retrieved ingredients into each of the containers. Once the PCs do so, they're free to depart, as their mission is a success.

CONCLUSION

With the ritual sabotaged, the PCs safely leave the area and return to their starship. Venture-Captain Arvin relays his thanks for a mission well done, and that he's already preparing the PCs' next mission (assuming that this was not the last quest the PCs took part in).

MESSENGER

BY SHAHREENA SHAHRANI

Suspecting they've been uncovered, the Reddened Eye cell of the Cult of the Devourer has sent its sole starship off the planet of Enereth-7 to summon reinforcements. The Devourer ship, the *Jagged Maw*, has just broken orbit of the world and is making a slow burn away as its engineer finishes some necessary repairs to the Drift engine.

Seeing the Devourer vessel break from the planet's surface, Venture-Captain Arvin hastily assembles the PCs to chase down the fleeing vessel. Should the PCs fail in their mission, the Reddened Eye's vessel can enter the Drift and call other Devourer forces from across the galaxy to aid in the corruption of Enereth-7's divine protection from the nearby black hole!

SUMMARY

The PCs receive a transmission from Venture-Captain Arvin while on their starship near Enereth-7. Arvin informs the PCs that a

starship belonging to the cultists of the Devourer has launched from the planet and is breaking away from the Starfinder vessels in orbit. Arvin orders the PCs to stop the Devourer cult's starship from leaving the system—otherwise, it could bring additional reinforcements to try to disrupt the planet.

Before a combat occurs between the two vessels, the PCs have the opportunity to speak with a skittermancer engineer aboard the Cult of the Devourer vessel and convince her to provide information and possible assistance in the combat to come. Following this brief communication, the enemy starship moves to attack the PCs, while gravitational forces from the nearby black hole affect the area.

GETTING STARTED

The PCs begin the adventure aboard a Pegasus-class starship, the *Loreseeker*. In Subtier 1–2, the PCs crew the tier 2 starship, and in Subtier 3–4, they crew the tier 4 starship. These starships' statistics appear in the *Starfinder Society Roleplaying Guild Guide*, and their stat blocks are included for convenience in **Appendix: Starfinder Society Starships** (see page 28).

Unlike other adventures in this series, instead of providing a prerecorded briefing, Venture-Captain Arvin contacts the PCs directly from his starship on the other side of Enereth-7.

Read or paraphrase the following to get the adventure underway.

The communications array aboard the *Loreseeker* chirp to life. The image of Venture-Captain Arvin, a middle-aged damaya lashunta man, appears and begins to quickly speak. "Starfinders, it appears we are not the only ones interested in this planet. Another group, worshippers of the entropic Devourer, have aggressively interfered with our efforts here. It seems our successes haven't gone unnoticed, as we've just have detected the launch of a starship from Enereth-7's surface. This is not one of our ships, so it must be whatever the Devourer cultists used to get here. You must intercept the ship at these coordinates."

As promised, data appears on the ship's navigational array, Venture-Captain Arvin continues, "The Devourer ship must not escape the system to call for reinforcements. I'm surprised it hasn't already entered the Drift, but it may be in enough of a state of disrepair that it's not yet ready to exit the system. You are the only ones close enough to intercept their vessel before it escapes the system. Intercept and stop that ship at all costs!"

The PCs likely have questions about their assignment. Since they can maintain communication with Arvin for a few minutes, the PCs can ask the venture-captain a few questions before they're on their own. Arvin answers questions to the best of his abilities while the PCs move to intercept the rival ship. Some likely questions and answers are listed below.

Who is this rival group? "We've identified the group as a cell of the Cult of the Devourer known as the Reddened Eye. They seek to destroy the entire universe, but have started off relatively small, with just wanting to plunge Enereth-7 into the nearby black hole." He scowls and adds, "Lucky us."



How powerful is the rival ship? "Scans show it is a scouting vessel, likely with armaments and shielding similar to your vessel, but in a state of severe disrepair. It appears to be a Thaumtech Unlimited design, which are normally used by the undead of Eox, but I suppose the Devourer cultists enjoyed the bone motif."

Are we supposed to destroy the enemy ship? "You must stop that ship, by disabling it or destroying it if necessary. The fate of an entire planet depends on you!"

SKITTER TALK

Once the PCs have finished conversing with Venture-Captain Arvin, their ship approaches the provided coordinates. Aboard the *Jagged Maw*, the Cult of the Devourer's press-ganged engineer covertly contacts the PCs using communication relays in the engineering bay. This exchange yields an opportunity for the PCs to gain information on the opposing ship, and to convince the vessel's engineer to aid the Starfinder Society.

Read or paraphrase the following.

Fluctuating gravitational tides from the nearby black hole buffet the ship, though the effects aren't damaging. As the ship nears the coordinates provided by Venture-Captain Arvin, scanners reveal another vessel in the far distance. The enemy starship remains out of weapons range as the distance closes. Suddenly, the Loreseeker's computer systems indicate an incoming transmission from the Devourer vessel.

If the PCs accept the incoming hail, read or paraphrase the following.

The head of a smiling, black-furred creature fills the screen. She steps back and holds a harness stuffed with an eccentric variety of engineering tools and portable scanners. With a big wave of her three right hands she says, "Hiya, nufriends! Hey, what are you doing out here by a big, black hole? My name is Ayoka. I like to take things apart but I REALLY like to put things back together. These Devourer people really like taking things apart. Right now, their ship is pretty much put together, but I'm just waiting for this Drift engine thingamabobber to spool back up. Since I got nuthin' to do, I suppose I'll talk to you."

Ayoka (CG female skittermander^{AA} mechanic) acts as the engineer aboard the *Jagged Maw*. The cultists recruited her when they found the skittermander stowed away on their vessel to repair a faulty module in the ship's entrance hatch. The cultists simply left Absalom Station with Ayoka aboard, and the excitable skittermander has worked in the engineering bay ever since.



The PCs can influence Ayoka to become more helpful to their cause by using the Diplomacy rules found on page 139 of the *Starfinder Core Rulebook*. Ayoka begins with an initial attitude of indifferent. The PCs can influence her attitude up to friendly with a successful DC 16 Diplomacy check (DC 18 in Subtier 3–4). The PCs can also draw upon certain other skills or professions to substitute for Diplomacy in their influencing attempts. Bluff, Engineering, Piloting, or Profession (dockworker or maintenance worker), can be attempted instead of Diplomacy, though using such skills increases the DC by 3. Any request to have Ayoka help put things together on the PCs' starship earns the PCs a +2 circumstance bonus to Bluff and Diplomacy checks made to influence the skittermander (Bluff may be necessary if the PCs' ship has nothing broken).

If the PCs can improve Ayoka's attitude to helpful, then they can convince her to aid them or even abandon the *Jagged Maw*

altogether. Ayoka doesn't know much about the Cult of the Devourer, however, she loves being super helpful and takes a great deal of pleasure in putting things back together—something the Devourer worshippers provide her ample opportunities to do so. The PCs can attempt up to three skill checks to convince Ayoka to assist them.

Ayoka provide the following information based on her attitude.

Indifferent: "I am the engineer on this ship; the crew calls it the *Jagged Maw*. Last year, I took the engines apart while moving through the Drift. Let me tell you, taking a ship apart when the captain boss wants to go somewhere is NOT helpful!" All of Ayoka's arms gesticulate wildly with fists shaking as if she is imitating someone being furious. "The crew follow the Great Devourer. They all like scar tattoos." Ayoka then motions to her arm and says, "I have scar tattoos, too! But my scar tattoos all grew over with fur."

Friendly: "The captain boss lady is a lashunta." Ayoka wiggles her fingers over her head, imitating antennae. "She likes to yell a lot. Mostly she yells at me to put things together. That's okay since she always yells at me to do fun stuff! The big vesk—I call him Whomper—says he wants to take every planet in the universe apart. I told him he will need a bigger turret coil gun than this ship has if he wants to do that."

Helpful: "You seem like real nice people. Do you have anything on your ship that needs to be put back together? I like your ship. This cult one is hard to put back together, especially since I have to do it every day! These engines are Thaumtech L-Star-6 engines—very hard to work on." From this information, the PCs know the speed and maneuverability of the *Jagged Maw*.

Development: If the PCs can improve Ayoka's attitude to helpful, she proceeds to abandon the *Jagged Maw* by means of an escape

pod, which the PCs can safely pick up after defeating the Devourer starship. If Ayoka abandons the *Jagged Maw*, then the Devourer ship takes a -2 penalty to all Engineering and Piloting checks in the subsequent starship battle against the PCs, representing the Cult of the Devourer forced to use a backup engineer to sub in for Ayoka.

If the PCs manage to worsen Ayoka's attitude to below indifferent, she proclaims that she is abandoning the Cult of the Devourer ship. However, she is bluffing, and Ayoka moves to fire an escape pod rigged with explosives to fire at the PCs' ship. A PC who succeeds at a DC 16 Sense Motive check (DC 18 in Subtier 3-4) can detect the subterfuge, which kicks off the starship combat as described below. If the PC fails at the check, then Ayoka fires one of the ship's exploding escape pods at the PCs' starship prior to the starship combat below, dealing 3d4 damage to a random facing, after which the starship combat below begins.

D. THE JAGGED MAW (CR 2 OR CR 4)

Gravitational waves buffet the ship. In the distance, a starship looms, its hull appearing as if it were made of magic bone and scavenged technological parts. A large turret gun atop the vessel rotates to take aim.

Realizing it cannot outrun the PCs, the *Jagged Maw* turns to fight. The Cult of the Devourer ship begins its first round turning to engage the Starfinders.

Starship Hazard: Due to unpredictable gravitational tides, starship maneuvering is difficult. After a ship completes its movement, the pilot must succeed at a DC 18 Piloting check (DC 21 in Subtier 3-4) or be pushed off course 1d4 hexes. Roll 1d6 to determine which hex direction the ship is randomly moved. If this would cause a ship to move through or land in another ship's hex, then the ship moves through the opposing vessel and provokes a free attack as normal, ending adjacent to the enemy ship if it would land inside that hex.

Starship Combat: The PCs begin 3 hexes from one short end of the map, and the *Jagged Maw* begins 3d6+5 hexes away from the PCs' vessel. Randomly determine the *Jagged Maw*'s facing by rolling 1d6; the PCs face toward the Devourer starship.

The crew of the *Jagged Maw* perform only rudimentary tactics, attacking with all available weapons (including the explosive life pods) while the engineer divert energy to shields, science officers target the PCs' sensors, and pilots do they best to line up appropriate shots while attempting evade maneuvers. The *Jagged Maw*'s captain spends most of her time making demands of her crew, and the vicious Devourer followers don't spend any time attempting to negotiate with or intimidate the PCs (with the exception of Ayoka from the previous encounter).

SUBTIER 1-2

JAGGED MAW **TIER 1**
Medium explorer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1
AC 12; **TL** 12

HP 55; **DT** -; **CT** 11

Shields basic 20 (forward 5, starboard 5, port 5, aft 5)

Attack (Turret) coilgun (4d4; 20 hexes)

Power Core Pulse Gray (100 PCU); **Drift Engine** Signal Basic;

Systems budget short-range sensors, mk 1 armor, mk 1 defenses, crew quarters (common), self-destruct system;

Expansion Bays cargo holds (2), escape pods, smuggler compartment

Modifiers +1 Piloting; **Complement** 6

CREW

Captain Computers +6 (1 rank), Diplomacy +6 (1 rank), Engineering +6 (1 rank), gunnery +6 (1st level), Intimidate +10 (1 rank), Piloting +7 (1 rank)

Engineer Engineering +6 (1 rank)

Gunners (2) gunnery +6 (1st level)

Pilot Piloting +7 (1 rank)

Science Officer Computers +6 (1 rank)

SPECIAL

Exploding Life Pods (Ex) The ship has explosive-packed life pods. The attack is a torpedo with speed 5 and medium range (10 hexes), and it deals 3d4 damage if it hits. The ship has two such pods it can fire from any facing as though it were a turret weapon. An opposing science officer can scan the launched escape pods with a successful DC 11 Computers check to better track the explosive. If the opposing science officer fails this check, the gunner firing the escape pod gains a +2 bonus to the gunnery check to attack with this weapon. This system is not subject to critical effects.

SUBTIER 3-4

JAGGED MAW **TIER 3**
Medium explorer

Speed 6; **Maneuverability** average (turn 2); **Drift** 1
AC 16; **TL** 16

HP 55; **DT** -; **CT** 11

Shields basic 60 (forward 15, starboard 15, port 15, aft 15)

Attack (Forward) light particle beam (3d6; 10 hexes)

Attack (Turret) coilgun (4d4; 20 hexes)

Power Core Arcus Heavy (130 PCU); **Drift Engine** Signal

Basic; **Systems** mk 1 mononode computer, basic medium-range sensors, mk 3 armor, mk 3 defenses, crew quarters (common), self-destruct system; **Expansion Bays** cargo holds (2), escape pods, smuggler compartment

Modifiers +1 to any 1 check per round, +1 Piloting, +2 Computers; **Complement** 6

CREW

Captain Computers +11 (3 ranks), Diplomacy +9 (3 ranks), Engineering +9 (3 rank), gunnery +9 (3rd level), Intimidate +13 (3 ranks), Piloting +10 (3 ranks)



D. THE JAGGED MAW

STARFINDER FLIP-MAT: BASIC STARFIELD

Engineer Engineering +9 (3 rank)
Gunners (2) gunnery +9 (3rd level)
Pilot Piloting +9 (3 ranks)
Science Officer Computers +9 (3 ranks)
SPECIAL

Exploding Life Pods (Ex) As Subtier 1–2.

Development: The encounter ends when either the PCs manage to disable the *Jagged Maw*, or the Devourer starship manages to reduce the PCs' starship to 0 Hull Points. If the PCs fail, then the *Jagged Maw* activates its Drift engine and escapes. If the PCs disable the vessel, then the Devourer cultists cannot escape and the PCs succeed at their assigned mission.

CONCLUSION

If the PCs managed to stop the *Jagged Maw* from escaping, then Venture-Captain Arvin congratulates them on a job well done. In the event that the Devourer ship escapes, Arvin manages to dispatch another ship to stop the cultists from altering other branches of their scattered brethren, but doing so takes precious resources away from further stabilizing the damage already done to Enereth-7's menhir network.

If the Starfinders adjusted Ayoka's attitude to helpful and the skittermancer left the *Jagged Maw* in an escape pod, then Ayoka is willing to join the Starfinder Society and help out however she can!

RITUAL BY RIGBY BENDELE

Andros Androlian (CE human mystic 4) does not think small. When he first learned that Enereth-7 was stuck between a black hole and a sun, he saw the promise of the Devourer. Pushing the planet toward the black hole could only give power to his deity, and likely himself. In a short while, Andros brought together a tight cell of the Cult of the Devourer, the Reddened Eye, who remain devoted to the destruction of all things in the universe.

Andros's newest recruit is the quorlu Veerlin, whom Andros easily swayed by exploiting Veerlin's distrust of the Enereth-7 quorlu leaders. Since Veerlin's initiation, she's wavered between committing fully to the Reddened Eye and leaving. Andros has his suspicion of this and plans to cement her loyalties by pushing Veerlin to commit violence in the name of the Devourer.

With the Reddened Eye's preparations on Enereth-7 nearly complete, the cell pushes toward its final goal: summoning a harbinger of the Devourer known as an atrocite.

SUMMARY

The PCs arrive at a sealed cavern after receiving an urgent missive about an in-progress ritual meant to summon a powerful servant of the Devourer onto the planet. After unsealing the cavern, the PCs find that the ritual is near completion. They must stop the ritual by either by convincing the cultists to stop or by using force. With the ritual interrupted, the PCs have a moment to breathe before a

demon takes advantage of the planar rift and attacks. After the PCs defeat the demon, the immediate threat fades, leaving behind the risks and rewards of contact between Enereth-7 and new worlds.

GETTING STARTED

The PCs receive an urgent missive, **Handout #4** (see page 27), instructing them to make haste to interrupt the cult's ritual.

DIPLOMACY (GATHER INFORMATION) OR MYSTICISM (RECALL KNOWLEDGE)

Before departing, the PCs have opportunity to learn more about the Cult of the Devourer by attempting a Diplomacy check to gather information from fellow Starfinders, or attempting a Mysticism skill check to recall knowledge about the Cult of the Devourer.

10+ The Cult of the Devourer seeks to bring about the end of existence in the name of the Devourer, who is the god representing all entropy in the universe. The cult is organized into secretive cells with no central authority.

15+ Blood Door cells, such as the Reddened Eye, within the cult seek to kill as many living creatures as possible in order to empower the Devourer. They get their name from their ritual sacrifices of sentient beings, which they refer to as the Blood Door.

20+ Atrocites are outsiders that act as profane agents of the Devourer and serve as authorities within the cult. A cell on Absalom Station attempted to summon an atrocite, but the ritual failed. Instead, they summoned an outsider from the void of space.

E. FRACTURE CAVE (CR 1 OR 3)

The handout the PCs receive leads them to the cultist's hideout, nestled deep within the crust of Enereth-7. As the PCs arrive, read or paraphrase the following:

Cubic stone stairs span a chasm before opening outward into a large cavern. Floating lights shine through the darkness, hinting at the shadows beyond a bridge. Beyond the bridge, neon fangs burn through the darkness. A group of humanoid figures stand in a circle around the maw, the same light flowing from them into a machine made of illuminated tubes. Fog floats from the machine into the mouth above.

The entire area is dimly illuminated by the ritual and torches. The cavern is 30 feet tall, and the chasm is 10 feet deep.

Creatures: Six cultists fuel their machine with a combination of noble gases, flora and fauna from Enereth-7's surface, and their own life force. One of the six cultists is Veerlin, an adolescent quorlu who recently joined the Reddened Eye. As the PCs enter the cave, they see the ritual conclude and the ambient temperature swiftly drops. Andros sees them and smiles with satisfaction. As a taunt, he calls out, "Let the Devourer grant us destruction!"

At first, it seems like the ritual is complete. However, as a shock rips through the cultists, it kills Andros Androlian in a burst of black fire along with two of the human cultists. The



E. FRACTURE CAVE



CULTISTS

PCS
START
HERE

1 SQUARE = 5 FEET PATHFINDER FLIP-MAT CLASSICS: DARKLANDS

surviving cultists look at each other in a moment of shock before they regroup, ready to protect the summoning with their lives. However, the PCs have the opportunity to talk Veerlin away from fighting, though doing so requires that a PC succeed at a DC 20 Bluff, Diplomacy, or Intimidate check (DC 22 in Subtier 3–4). Succeeding at this check causes Veerlin to back away from both sides and eventually escape out of the tunnel entirely, abandoning the cult and playing no further part in this quest. The remaining two cultists cannot be so influenced.

SUBTIER 1–2 (CR 2)

DEVOURER CULTISTS (2) CR 1/2

Human mystic

CE Medium humanoid (human)

Init +0; **Perception** +4

DEFENSE HP 11 EACH **RP** 3 EACH

EAC 9; **KAC** 10

Fort +0; **Ref** +0; **Will** +3

OFFENSE

Speed 30 ft.

Ranged pulsecaster pistol +2 (1d4 E)

Mystic Spells Known (CL 1st; ranged +2)

1st (3/day)—*lesser confusion* (DC 14), *mind thrust* (DC 14)

0 (at will)—*psychokinetic hand*, *telekinetic projectile*

TACTICS

During Combat The cultists protect what remains of the ritual, using spells and ranged attacks to keep the PCs at range. In Abyssal, the cultists encourage Veerlin to attack.

Morale Desperate and devoted, the cultists fight to the death.

STATISTICS

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

Skills Bluff +9, Disguise +9, Intimidate +9, Mysticism +9

Languages Abyssal, Common

Other abilities share pain (DC 11)

Gear second skin, pulsecaster pistol with 1 battery (20 charges)

VEERLIN CR 1/2

Female quorlu (*Starfinder Alien Archive* 2 104)

CN Medium monstrous humanoid (quorlu)

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

DEFENSE HP 12

EAC 10; **KAC** 11

Fort +2; **Ref** +0; **Will** +3; +2 vs. bleed

Defensive Abilities endothermic, lithic, stable, unflankable;

Immunities disease, poison; **Resistances** fire 5

Weaknesses susceptible to cold

OFFENSE

Speed 25 ft.

Melee mk 1 heat-amp gauntlet +4 (1d4 B & F; critical burn 1d4)

Ranged static arc pistol +4 (1d4 E; critical arc 2)

TACTICS

During Combat The cold fatigues Veerlin during the first round

ADJUSTING FOR PREVIOUS QUESTS COMPLETED

PCs who have completed the other quests in this series receive the following benefits, representing their various successes up to this point. Except for “Marker,” each quest grants a flat benefit if at least one PC completed that quest. The benefit from completing “Marker” applies individually to every PC that completed that quest.

Contact: The PCs’ experiences with Enereth-7 quorlus deepen their understanding of the reasons Veerlin joined the cult. They gain a +4 circumstance bonus to all Diplomacy checks made to influence Veerlin.

Ingredient: Fog and the smell of battery acid pour from the cultist’s eschaton machine due to the switch in materials. The cultists all gain the sickened condition.

Marker: A fragment of the menhir’s power activates as the PCs act to protect Enereth-7. Each PC who completed “Marker” receives the benefit of *reflecting armor* (caster level 1st) once combat begins.

Messenger: With the backup ship diverted, the cultists do not have access to their best equipment. Reduce the Devourer cultists’ EAC by 1 and KAC by 2.

of combat. She fights hesitantly and focuses on trying to deal nonlethal damage.

Morale Uncertain of her future with the cult, Veerlin surrenders if brought below 4 Hit Points or all the other cultists are dead.

STATISTICS

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

Skills Athletics +4, Computers +4, Diplomacy +9, Physical Science +9, Sense Motive +9

Languages Abyssal, Enerethian

Other Abilities multiarmed (3), tunneler

Gear mk 1 heat-amp gauntlet^{AA2}, static arc pistol with 2 batteries (20 charges each)

SPECIAL ABILITIES

Endothermic (Ex) A quorlu has resistance 5 to fire that stacks with one other source of fire resistance.

Lithic (Ex) A quorlu’s silicon-based physiology grants it immunity to disease and poison, and it gains no benefit from drugs, medicinals, and similar nonmagical substances. It also gains a +2 racial bonus to saving throws against bleed effects. A quorlu doesn’t breathe or suffer the normal environmental effects of being in a vacuum.

Stable (Ex) A quorlu gains a +4 racial bonus to AC against combat maneuvers to bull rush, reposition, or trip.

Susceptible to Cold (Ex) When a quorlu takes cold damage, it becomes fatigued for 1 round. This effect doesn't cause a fatigued quorlu to become exhausted.

Tunneler (Ex) A quorlu can dig through soil at a rate of 5 feet per minute. A quorlu can use this ability combined with its internal heat to dig through stone at a rate of 1 foot per minute. When it digs, a quorlu can leave a tunnel behind.

SUBTIER 3-4 (CR 3)

DEVOURER CULTISTS (2)

CR 1

Human mystic

CE Medium humanoid (human)

Init +0; **Perception** +4

DEFENSE HP 16 EACH **RP** 3 EACH

EAC 10; **KAC** 11

Fort +1; **Ref** +1; **Will** +8

OFFENSE

Speed 30 ft.

Ranged pulsecaster pistol +4 (1d4 E)

Mystic Spells Known (CL 1st;

ranged +4)

1st (3/day)—*lesser confusion*

(DC 14), *mind thrust* (DC

14)

0 (at will)—*psychokinetic*

hand, *telekinetic projectile*

TACTICS

During Combat The cultists focus on protecting what remains of the ritual. They use spells and ranged attacks to keep the PCs at range for as long as possible. In Abyssal, the cultists encourage Veerlin to attack.

Morale The cultists fight to the death.

STATISTICS

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

Skills Bluff +10, Disguise +10, Intimidate +10,

Mysticism +10

Languages Abyssal, Common

Other abilities share pain (DC 12)

Gear second skin, pulsecaster pistol with 1

battery (20 charges)

VEERLIN

CR 1/2

HP 12 (see page 23)

TACTICS

Use the tactics from Subtier 1-2.

Development: The floating maw ripples even with the ritual

complete and the cultists dispersed. It should be clear to the PCs that something has gone awry and a malevolent force is incoming. PCs can identify the maw as a tear in the Material Plane with a successful DC 12 Mysticism check. PCs whose result exceed at this check by 5 or more also learns that an outsider is about to come through the rift.

THE CONCAVION (CR 2 OR CR 4)

Even with the ritual disrupted and the cultists defeated, a sense of ontological instability permeates the cavern. Two rounds after the cultists are defeated, the ritual concludes. Read or paraphrase the following.

The maw shudders. It ripples outward, and a hand seems to press against the fabric of reality within it. A rip echoes as the jaws unhinge and break apart. Darkness swirls outward, slowly taking the shape of a humanoid. A red haze marks the outline of the darkness and gives the creature form. The featureless creature floats where the maw once was, taking in its new surroundings.

Creatures: A demon known as a concavion answered the call the cultists sent through the nearby black hole. This lesser demon tempts mortals with the promise of utter entropy, though it often loses itself in its own promises and becomes as much a corruptor of mortals as it does a being of pure destruction. Its body is formed from dark matter and seems to absorb light around it, as though it were a humanoid black hole.

SUBTIER 1-2 (CR 2)

CONCAVION, LESSER

CR 2

CE Medium outsider (demon)

Init +0; **Senses** darkvision 60 ft. **Perception** +7

Aura gravitational pull (20 ft., DC 11)

DEFENSE HP 30

EAC 13; **KAC** 15

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

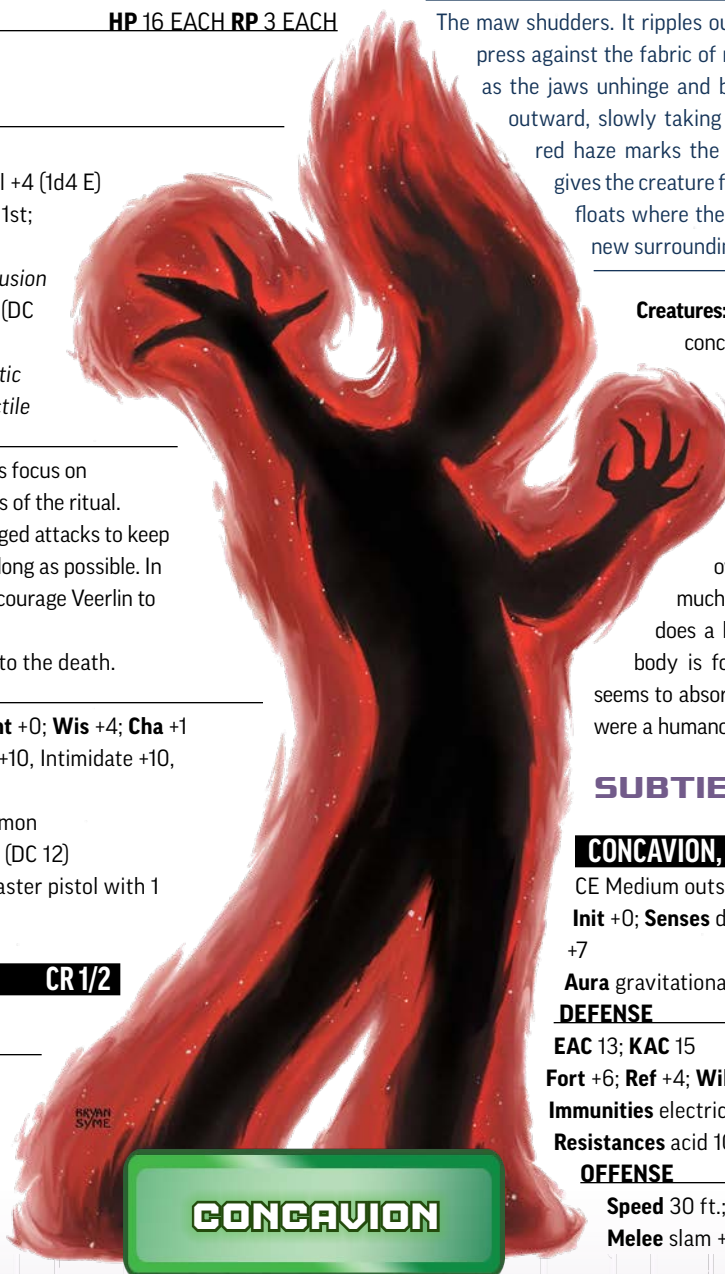
Immunities electricity, poison, radiation;

Resistances acid 10, cold 10, fire 10

OFFENSE

Speed 30 ft.; fly 30 ft. (Su, perfect)

Melee slam +11 (1d6+6 B)



CONCAVION

Ranged entropic wave +8 (1d6+3 A & So; critical corrode 1d6)

Spell-Like Abilities (CL 2nd)

1/day—summon allies (1 lesser concavion, 35%)

TACTICS

During Combat The concavion is disoriented from the sudden change of planes and cannot use its summon allies ability for the first round of combat. It attacks wildly at the most aggressive PC in melee, but otherwise tries to strike multiple targets with its entropic wave attack. The concavion prefers to rend foes in melee and makes full attacks when possible.

Morale The concavion fights until destroyed.

STATISTICS

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

Skills Athletics +12, Intimidate +7, Sense Motive +7

Languages Abyssal; telepathy 100 ft.

Other Abilities void adaptation, zero-gravity inured

SPECIAL ABILITIES

Entropic Wave (Su) As an attack, a concavion can shoot a 30-foot line of entropic force from its hands. Damage from this attack has the force descriptor.

Gravitational Pull (Su) The lesser concavion's body is dense enough to constantly pull creatures into its gravitational field. Each creature that ends its movement within a concavion's aura must succeed at a DC 11 Fortitude save or be pulled 5 feet toward the demon. Gravitational pull otherwise functions as the solarian's black hole stellar revelation.

SUBTIER 3–4 (CR 4)

CONCAVION

CR 4

CE Medium outsider (demon)

Init +0; **Senses** darkvision 60 ft.; **Perception** +7

Aura gravitational pull (20 ft., DC 12)

DEFENSE

HP 60

EAC 16; **KAC** 18

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

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

OFFENSE

Speed 30 ft.; fly 30 ft. (Su, perfect)

Melee slam +13 (1d6+9 B)

Ranged entropic wave +10 (1d6+6 A & So; critical corrode 1d6)

Spell-Like Abilities (CL 4th)

1/day—summon allies (1 concavion, 35%)

TACTICS

Use the tactics from Subtier 1–2.

STATISTICS

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

Skills Athletics +15, Intimidate +10, Sense Motive +10

Languages Abyssal; telepathy 100 ft.

Other Abilities void adaptation, zero-gravity inured

SCALING THE CONCAVION

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

Both Subtiers: Traveling through the planes is both disorienting and exhausting. The demon is weakened by it and loses its gravitational pull special ability. It also does not use its ability to summon another demon in.

SPECIAL ABILITIES

Entropic Wave (Su) As an attack, a concavion can shoot a 30-foot line of entropic force from its hands. Damage from this attack has the force descriptor.

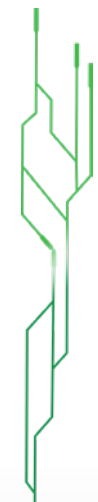
Gravitational Lock (Su) The concavion can lock foes into combat with it by way of incredible gravity. As a standard action, the concavion can immobilize a foe (DC 13 Fortitude save negates). This functions as the solarian's gravity hold stellar revelation, except the concavion can concentrate to maintain its hold on a creature as a move action, and damage dealt by a creature in its gravity hold does not disrupt its concentration.

Gravitational Pull (Su) The concavion's body is dense enough to constantly pull creatures into its gravitational field. Each creature that ends its movement within a concavion's aura must succeed at a DC 12 Fortitude save or be pulled 5 feet toward the demon. Gravitational pull otherwise functions as the solarian's black hole stellar revelation.

Development: If Veerlin survives the ritual, the PCs can attempt to convince her to permanently abandon the Cult of the Devourer. By fighting against the PCs, Veerlin is hardened and callous toward their arguments, requiring a DC 20 Diplomacy check to be convinced to leave the Cult of the Devourer for good. The PCs can attempt this check twice. After two failures, Veerlin quietly decides to leave Enereth-7 and find another cell of the Devourer cult.

CONCLUSION

With the botched ritual and the defeat of the concavion, the Cult of the Devourer cell on Enereth-7 shatters. What remains of the cell flees the planet, leaving the quorlus in relative peace. When the PCs report in, Venture-Captain Arvin asks the PCs about the ritual and how they interrupted it. If the PCs mention the demon, Arvin congratulates them on taking out the threat to the planet and on defeating a formidable opponent. If the PCs convinced Veerlin to abandon the cult, a group of quorlus are impressed by the PCs' actions and send an invitation for them to return to Enereth-7 as favored guests.



HANDOUT #1: CONTACT

INTRODUCTION MESSAGE

Starfinders, welcome to Enereth-7, a world that by all logic shouldn't exist. The planet is the sole survivor of this solar system, precariously balanced between the sun and a black hole. Yes, you heard that right: a black hole maintains relative orbit in sync with Enereth-7, but appears to have no adverse effects on the world or the distant sun. As you might suspect, this is of extreme interest to the Starfinder Society, and you're all here as part of a task force to discover what's happening in this system.

MISSION BRIEFING

We've detected intermittent low frequency radio emissions from Enereth-7 since our arrival, but our current orbit makes these signals difficult to isolate from the background noise of nearby black hole. Plot a course into the planet's atmosphere, and locate the source of these signals. Orbital scans haven't detected any technology on the surface, but this could lead to a discovery about geological events, a distress beacon from a crashed ship, or even some clue about how this strange world works. In other words, keep an open mind and be prepared for anything.

HANDOUT #2: MARKER

The quorlus have granted us permission to visit some of their sacred sites: Yaraesa's markers. Said to hold the secrets of the universe, these ancient stone menhirs work in tandem to protect this planet from the nearby black hole. But something's gone wrong. The quorlus say some of the markers are "out of harmony." Our scans show that these divergent sites are surrounded by environmental and gravitational anomalies—violent storms, powerful earthquakes, and unpredictable fluctuations in gravity and radiation levels. I'm transmitting you coordinates to one of these divergent sites. The nearest safe landing zone is a few miles downhill. Travel to the menhir and figure out what's wrong. Fix it if you can.

HANDOUT #3: INGREDIENT

The Devourer cultists who've already spread across this planet seem intent on corrupting the markers that keep the planet from falling into the nearby black hole. Your next assignment is to prevent the cultists from destroying more markers with their foul rituals. Based off what we've learned from the locals and our own reconnaissance, the easiest way to do so is to swap out some of the cultists' ritual components for extremely similar substances you can find in this jungle. We've identified a site the Devourer cultists are using to store their ritual components. Go into the nearby jungle and retrieve some pollen from a baneflower, crushed nightvine fruit, and the secretions from a tanisk. Use these to pollute the Devourer's cache of components. I've attached coordinates to the Devourer cultists' cache. Be quick to complete this, as you'll need to add these pollutants before the cultists return!

HANDOUT #4: RITUAL

Our mystics monitoring Enereth-7 just reported a surge in extraplanar activity. It seems that the Cult of the Devourer is making a major move: completing whatever foul ritual they've planned. Follow these coordinates—you're our closest available agents. You'll likely find the highest ranked members of the Devourer cult there. Make sure you keep good records of the rite, as this is a rare opportunity to learn about the Devourer worshippers. Most importantly, you need to stop whatever they are up to, otherwise we list losing the entire planet!

Be prepared, though. This isn't an academy field trip. The Cult of the Devourer likes bloody rituals, and I don't want your blood added to the rite.

APPENDIX #1: STARFINDER SOCIETY STARSHIPS

SUBTIER 1-2

LORESEEKER

TIER 2

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 12; **TL** 12

HP 55; **DT** —; **CT** 11

Shields basic 40 (forward 10, port 10, starboard 10, aft 10)

Attack (Forward) light laser cannon (2d4; 5 hexes)

Attack (Port) light laser cannon (2d4; 5 hexes)

Attack (Starboard) light laser cannon (2d4; 5 hexes)

Attack (Turret) coilgun (4d4; 20 hexes)

Power Core Pulse Green (150 PCU); **Drift Engine** Signal Basic;

Systems mk 1 duonode computer, basic medium-range sensors,

mk 2 armor, crew quarters (good), mk 2 defenses; **Expansion**

Bays cargo hold, escape pods, science lab, tech workshop

Modifiers +1 to any 2 checks, +2 Computers, +1 Piloting;

Complement 4-7

SUBTIER 3-4

LORESEEKER

TIER 4

Medium explorer

Speed 10; **Maneuverability** good (turn 1); **Drift** 1

AC 13; **TL** 14

HP 65; **DT** —; **CT** 13

Shields light 60 (forward 20, port 15, starboard 15, aft 10)

Attack (Forward) light particle beam (3d6; 10 hexes)

Attack (Port) laser net (2d6; 5 hexes)

Attack (Starboard) light laser cannon (2d4; 5 hexes)

Attack (Turret) light particle beam (3d6; 10 hexes)

Power Core Pulse Red (175 PCU); **Drift Engine** Signal Basic;

Systems mk 2 duonode computer, advanced medium-range

sensors, mk 3 armor, crew quarters (good), mk 4 defenses;

Expansion Bays cargo hold, escape pods, science lab, tech

workshop

Modifiers +2 to any 2 checks, +4 Computers, +1 Piloting;

Complement 4-7





JOIN OUR COMMUNITY

Are you looking for more adventures? Check out Starfinder Society Organized Play! In the organized play campaign, your character exists in a common setting shared by thousands of other gamers. You can take your character to any public Starfinder Society event anywhere in the world. Starfinder Society Organized Play includes adventures for the Starfinder Roleplaying Game. Over time, campaigning in an organized play environment offers a uniquely immersive experience, as your diverse companions add depth to the campaign world. It's also a great way to get in touch with other local gamers, meet new people, and play regularly without all the prep work and scheduling of a traditional campaign.

STARFINDER ROLEPLAYING GAME

The Starfinder Society Roleplaying Guild is a worldwide science fantasy roleplaying campaign that puts you in the role of an agent of the Starfinder Society, a galaxy-spanning league of explorers and adventurers dedicated to discovering this history and treasures of a vast galaxy. A Starfinder's adventures explore the seedy dives and political intrigues of Absalom Station between thrilling starship dogfights and exploration of the most interesting locales in the galaxy.

While the Game Master and your companions might change every time you play, your character advances and gains rewards as normal.

For more on the Starfinder Society Organized Play campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.

PATHFINDER ROLEPLAYING GAME

The Pathfinder Society Roleplaying Guild is a worldwide fantasy roleplaying campaign that puts you in the role of an agent of the Pathfinder Society, a legendary league of explorers, archaeologists, and adventurers dedicated to discovering and chronicling the greatest wonders of an ancient world beset by magic and evil. A Pathfinder's adventures explore the dark alleys and political intrigues of the city of Absalom between far-flung travels to the most interesting locales in the world of the Pathfinder Roleplaying Game.

For more on the Pathfinder Society Organized Play campaign and how to find games in your area, check out the campaign's home page at PathfinderSociety.club.

STARFINDER SOCIETY SCENARIO

Starfinder Society Scenario #2-03: The Withering World

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

Character # _____	<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 _____	
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<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 _____	
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<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 _____	
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<input type="checkbox"/> Second Seekers ()	<input type="checkbox"/> Faction _____
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	Fame	Faction Boons

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	Fame	Faction Boons

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	Fame	Faction Boons

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

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Starfinder Society Scenario

#2-03: The Withering World

Character Chronicle #

A.K.A. _____ - 7					SUBTIER <input type="checkbox"/> Normal Max Credits	
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	Special
Items Found During This Scenario					SUBTIER <input type="checkbox"/> Normal	
Variable Rewards: The credits, XP, Fame, and Reputation you earn on this Chronicle sheet are based on your level and how many of the quests you complete. Until you play an adventure other than <i>The Withering World</i> , you can continue to play the other quests and earn greater rewards—even over multiple sessions. Check off the quests you have played below. Before beginning a different adventure, calculate your rewards for this Chronicle sheet based on the table below. You can assign the Reputation to any faction that you have a Champion boon for.					Out of Subtier	Special
					SUBTIER <input type="checkbox"/> Normal	
					3-4	Special
					SUBTIER <input type="checkbox"/> Normal	
					-	-
					EXPERIENCE	
					Starting XP	
					+	GM's Initials
					XP Gained (GM ONLY)	
					=	
					Final XP Total	
					FAME	
					Initial Fame	
					+	GM's Initials
					Fame Gained (GM ONLY)	
					-	
					Fame Spent	
					Final Fame	
					CREDITS	
					Starting Credits	
					+	GM's Initials
					Credits Garnered (GM ONLY)	
					+	
					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 #