

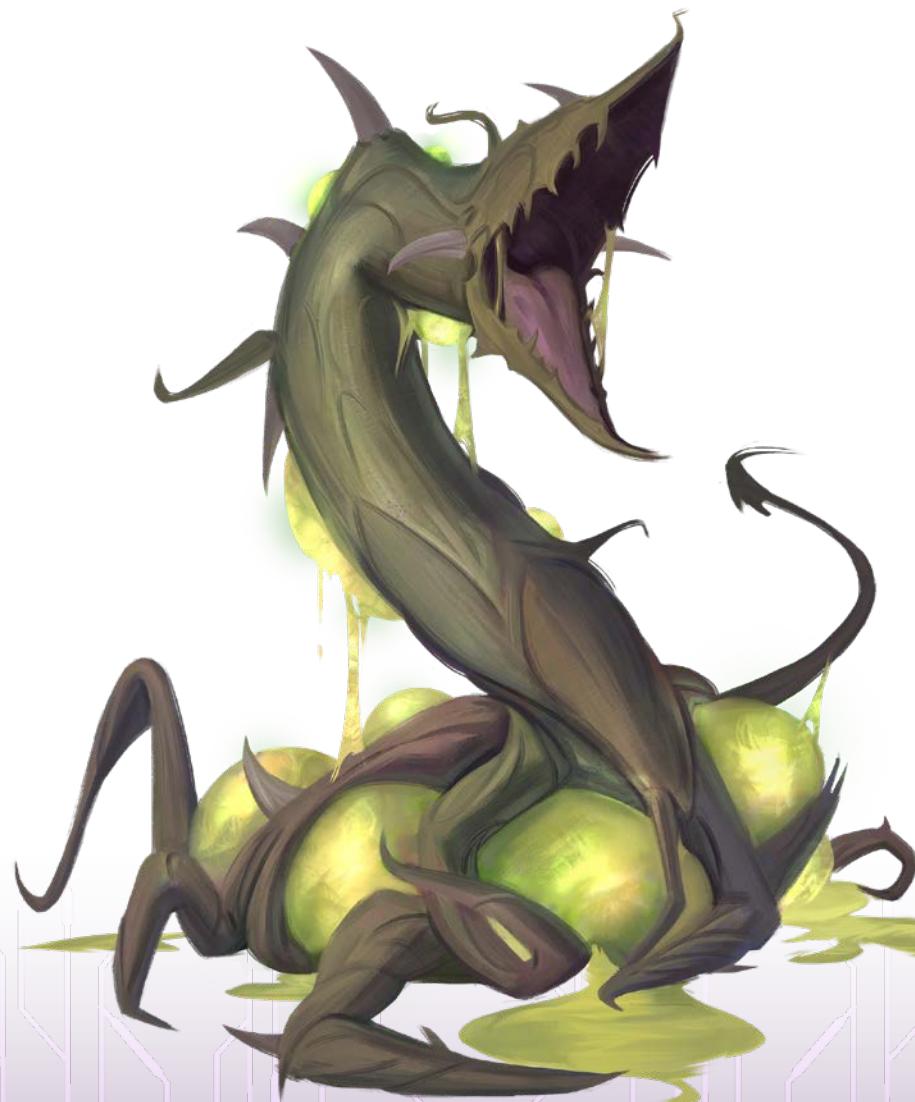
YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-06, TIER 5-8

STARFINDER SOCIETY

THE STUMBLING SOCIETY, PART 1: SANGORO'S LAMENT

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How to Play

Starfinder Society Scenario #2-06: The Stumbling Society, Part 1: Sangoro's Lament is a Starfinder Society Scenario designed for 5th- through 8th-level characters (Tier 5-8; Subtiers 5-6 and 7-8). This scenario is designed for play in the Starfinder Society 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.

GM Resources

Sangoro's Lament 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 paizo.com/sfrd, and the relevant rules from the Alien Archive volumes are reprinted at the back of the adventure for the GM's convenience.

SCENARIO TAGS

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

FACTION (Exo-GUARDIANS)

THE STUMBLING SOCIETY, PART 1: SANGORO'S LAMENT

BY MIKE KIMMEL



Sangoro's Bulwark was among the most fortified Starfinder Society strongholds outside the Pact Worlds. Serving as the headquarters of the Exo-Guardians and bearing the name of its vesk discoverer, the fortress was located on a hidden planet in the Vast surrounded by interplanar anomalies. It was impossible to locate, much less attack—or so the Exo-Guardians assumed.

The Exo-Guardians sent many agents on the doomed Scoured Stars expedition. Shortly after the Society's crippling defeat, hostile life-forms wiped out the Bulwark's few remaining defenders and overwhelmed the fortress. No distress signals or survivors ever reached Absalom Station, and fearing further losses, First Seeker Luwazi Elsebo forbade any follow-up expeditions. She was unaware of the Bulwark's secret location until the brief return of First Seeker Jadrura, and learned the fortress's condition only after Society agents recovered information from the starship *Struggle's Scholar* during Starfinder Society Scenario #1-04: *Cries from the Drift*.

With the Scoured Stars incident behind the Society, First Seeker Luwazi Elsebo has strategized with the Exo-Guardians' current leader, Zigvigix, to reclaim the lost fortress. However, the recent multimedia smear campaign against the Society has dissuaded the faction leaders from mobilizing any large force lest the Society continue to garner a reputation as a paramilitary organization. Despite the delay, Zigvigix has continued to research the data salvaged from the *Struggle's Scholar*. Though most of the data was corrupted, Zigvigix's ongoing relationship with Celita, the Dataphiles faction leader, and the Exo-Guardians' recent efforts to aid the Dataphiles, engendered further assistance. They have since worked together to restore much of the data.

The data paints a bleak portrait of the Bulwark's state: the main fortress is obscured by a cloak of darkness. While an assault on the fortress would require a sizable contingent, Celita's data illuminates another opportunity: in the days before the Bulwark's downfall, the Exo-Guardians moved many of their sensitive weapons to the Arsenal, a satellite site near the Bulwark. This containment facility housed captive creatures for research and training purposes, and the lower levels provided ample space for delicate equipment.

Zigvigix petitioned First Seeker Luwazi Elsebo and the Forum to authorize an expedition to secure the equipment. Recognizing the potential media and political fallout if these items were found

WHERE IN THE UNIVERSE?

Sangoro's Lament takes place on Mazdrun, a solitary planet orbiting a dim red star in the Vast. The surrounding space is prone to interplanar abnormalities. The precise nature of these events varies wildly from tale to tale.

MAZDRUN

Diameter: $\times 1/6$; **Mass:** $\times 1/500$; **Gravity:** $\times 1/12$

Atmosphere: Toxic; **Day:** 7 days; **Year:** 200 years

Mazdrun is a cold, rocky planet. Volcanoes at the poles spew poisonous gas from the planet's core, and freezing dust storms scour the surface. The only native life-forms are craggolks, massive subterranean reptiles that feed on radioactive ice and reproduce by devouring others of their own kind.

Despite these dangers and the interplanar anomalies surrounding Mazdrun, ancient beings constructed a massive metal and stone fortress in a crater near the planet's equator. Somehow, perhaps due to long-lost magic or divine intervention, the crater contains a normal atmosphere and is a sanctuary from the planet's natural disasters.

and used by unscrupulous parties, the Society immediately sanctioned the mission.

Unknown to the Society's leadership, the Arsenal has already been looted! The mysterious ysoki Datch (who introduced herself to some Starfinders during the events of *Starfinder Society Scenario #2-01: Pact World Warriors* and has appeared off and on since) intercepted the data from the *Struggle's Scholar* using spyware she'd installed in the Lorespire Complex's computer systems. Datch had her agents scramble it, leaving the mangled data to the ministrations of the Dataphiles. While the Society labored to uncorrupt the data, Datch and her team successfully infiltrated the Arsenal and left with a variety of Exo-Guardians weapons.

To impede subsequent intruders, they planted a powerful magic item to infest the facility's computer network, manipulated the facility's defenses, and released hostile creatures from the containment cells.

SUMMARY

The PCs meet with Zigvigix, the leader of the Exo-Guardians, who assigns them to retrieve the faction's sensitive equipment from Sangoro's Arsenal and learn what they can from the facility. Zigvigix accompanies the PCs to Mazdrun, where the PCs briefly glimpse the shrouded Bulwark before arriving at the Arsenal.

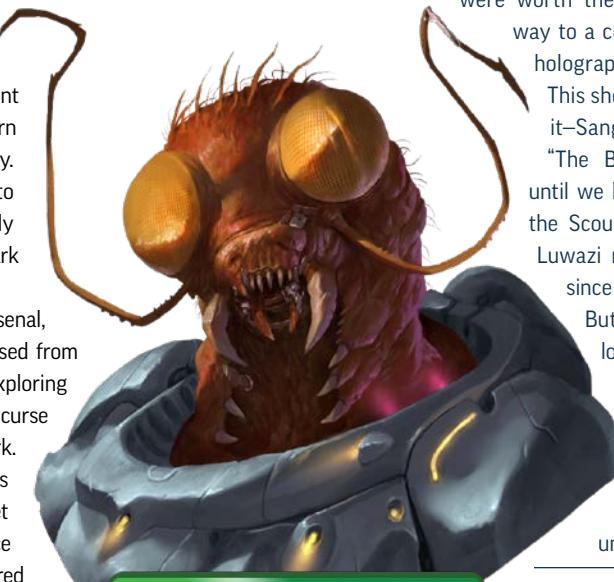
When the PCs enter the Arsenal, they encounter hostile vermin loosed from the facility's containment cells. Exploring the Arsenal, they fall victim to a curse infesting the computer network. They discover the Arsenal is abandoned—mostly. They meet a barachius angel who once protected the Arsenal and ensured the proper use of any technology the Exo-Guardians retrieved from other worlds. Whatever attacked the Bulwark also shattered much of the angel's memories and personality, and the PCs must negotiate with the barachius—or use force—to continue their expedition. They learn of a malfunctioning environment chamber causing the Arsenal's security doors to remain locked down. After stabilizing the environment chamber, the PCs can access the facility's more secure locations.

As they explore, retrieving items and discovering interesting details about the Exo-Guardians, the PCs continue to encounter the network's curse. In the security control room, they find the magic idol Datch left to infest the network. After overcoming it, they proceed to the facility's lower level by elevator. On the way down, they view a prerecorded message from Datch, finally learning of her involvement just as they arrive in the containment block. There, they face off against a mutant moonflower and a powerful but malfunctioning containment device. After overcoming these obstacles, the PCs learn the disappointing truth: Datch already emptied the weapons depot!

GETTING STARTED

The PCs begin the adventure in the Nest, the renovated warehouse that serves as the Exo-Guardians' headquarters on Absalom Station. **Zigvigix** (LG host shirren soldier), the faction's leader, invites the Starfinders to the Nest for a mission briefing.

Read or paraphrase the following to get the adventure underway.



ZIGVIGIX

A heavily augmented host shirren gazes out on as crews put the finishing touches on a fully restored warehouse. Their antennae quiver with pride as Starfinders of all walks of life use the extensive training gym, workshop, and recreational facilities. The shirren, Zigvigix, turns away and telepathically greets their guests. "Welcome! Sorry, I was distracted. These renovations

were worth the effort!" The shirren leads the way to a conference room and brings up a holographic star chart. "Check this out! This shows the location of—you guessed it—Sangoro's Bulwark!

"The Bulwark was our headquarters until we lost contact with it shortly after the Scoured Stars incident. First Seeker Luwazi restricted us from investigating, since we had suffered extensive losses.

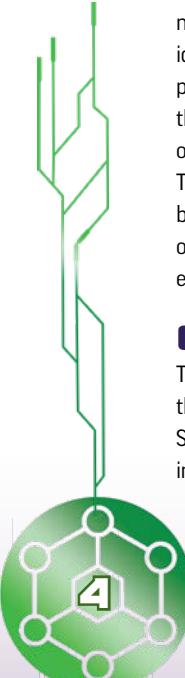
But now we know the Bulwark's location. Some Starfinder agents recovered data from a ship, the *Struggle's Scholar*, that fled the fortress. It's taken a long time, and extensive help from the Dataphiles, but we've finally unscrambled the data!"

If any PCs have Chronicle sheets for *Starfinder Society Scenario #1-04: Cries from the Drift*, #1-14: *Star Sugar Heartlove!!!*, or #1-38: *The Many Minds of Historia*, Zigvigix thanks them for recovering the data from *Struggle's Scholar* (#1-04) or securing the Dataphiles' assistance (#1-14 and #1-38). Then, read or paraphrase the following.

"With this new data, we can go back to the Bulwark! Well, not exactly. The main fortress is shrouded in darkness by some unknown force. It sounds neat, but right now it's annoying! However, the Dataphiles found something fun. Before we lost contact, the Exo-Guardians at the Bulwark moved their most sensitive equipment to the vaults of a nearby satellite facility called the Arsenal. It's outside the shroud of darkness, so it's open for business! We can't mount a massive assault on the Bulwark—the Society can't afford the negative press, what with the smear campaign going on—but a small mission to take back the Arsenal's weapons seems wise. We wouldn't want them falling into the wrong hands."

Zigvigix points to a dim red star on the chart. "There's a planet, Mazdrun, orbiting this star. That's our destination. I'll accompany you to Mazdrun. You'll explore the Arsenal, learn what information you can, and recover the caches from the lower levels. Got it?"

If the PCs have questions, Zigvigix is happy to answer as best they can.



THE STUMBLING SOCIETY, PART 1: SANGORO'S LAMENT

What is Mazdrun like? "It's nasty! But the crater containing the Bulwark is somehow protected from all the nastiness. Such a relief!"

What do you know about the shroud? "Not much. Whatever made it must be powerful! We should avoid the main fortress for now."

What is in the Arsenal? "Great question! It was all classified. We know the facility was used for research as well as storage. Whatever is there, it will be interesting!"

Have the players finalize their boon slots, and let them know that there's no specific boons required for this adventure. Remind the players that this is their PCs' final opportunity to make purchases on Absalom Station.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about Sangoro's Bulwark and Mazdrun. They learn all the information whose DC is equal to or less than the result of their check.

5+: Sangoro was a vesk Starfinder who discovered the Bulwark and gave it to the Society. Many Starfinders distrusted him, as the Pact Worlds were still in conflict with the Veskarium, but he wound up founding the Exo-Guardians faction and became a distinguished Starfinder.

10+: Sangoro's Bulwark is a massive fortress left behind by a forgotten alien race and the only structure on Mazdrun. The Exo-Guardians kept the planet's location secret due to the weapon stockpiles in the extensive passages and vaults beneath the fortress.

15+: After Sangoro's Bulwark fell, no one knew its location—except possibly Guidance, the Society's amalgam digital consciousness. Guidance ignored all requests to provide the fortress's location. It has taken the Exo-Guardians and Dataphiles working together for several months to unscramble the data from Struggle's Scholar and locate the base.

20+: Rumors tell of interplanar anomalies surrounding Mazdrun, and the planet itself is inhospitable. The crater containing Sangoro's Bulwark somehow maintains a normal atmosphere and is miraculously protected from the planet's frozen dust storms and radioactive volcanic fallout.

25+: Rumors tell of a battalion of angels stationed at the facility to protect it—or possibly to keep it in check.

JOURNEY TO MAZDRUN

Zigvigix invites the PCs aboard the *Thunderous Transgressor*. This rusty starship bristles with scanners and laser weapons. "You never know," explains Zigvigix if the PCs question the need for the firepower.

The journey to Mazdrun through the Drift takes 5d6 days. Zigvigix is unusually withdrawn during the trip, preferring to play the vidgame Congruenz and obsessively check the ship's

scanners between levels. They proudly show off their top score in the orb-matching vidgame, but otherwise avoid conversation. A PC who succeeds at a DC 25 Diplomacy check gets the faction leader talking enough to realize that Zigvigix is struggling to remain positive. They are genuinely concerned about the agents' well-being during the upcoming mission.

During the latter half of the trip, Zigvigix asks the PCs what they know about Aballon's Ice Wells, stating that he received a message from Venture-Captain Naiaj inquiring about sending agents on an exploratory mission into the frozen jungles. Zigvigix indicates that the mission is beneath Starfinders of the PCs' ability, but is happy that Naiaj has finally managed to convince the resident Xenowardens to allow the Society access to the Aballonian natural wonder.

Arrival: A few hours after exiting the Drift, the *Transgressor* approaches Mazdrun. The planet is visible only because of the glowing ash clouds at its poles; the distant red sun is too dim to provide illumination.

Zigvigix comes out of their funk and excitedly points out the planet's features, insisting that the pilot slow down for a better look.

ACROSS THE CRATER FLOOR

Zigvigix gives the PCs directions to the Arsenal, less than a mile from the landing site, and warns them not to linger on the surface: whatever overtook Sangoro's Bulwark could still be out there. Zigvigix offers the use of a beat-up all-terrain transport (affectionately named "Bumpy"). Finally, the shirren informs the PCs that the ship's computers are glitching—perhaps due to the nearby shroud of darkness—and that communication between the ship and the party is impossible.

As the PCs approach the Arsenal's entrance, read or paraphrase the following.

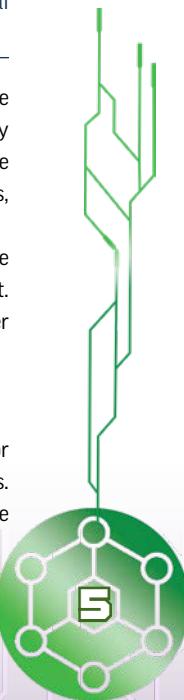
The occasional flash of distant lightning throws the shadowy aura surrounding Sangoro's Bulwark into stark contrast against the planet's pale surface. Looming towers of stone and metal are barely visible behind the shroud.

If the PCs stop to search the area between the ship and the Arsenal, they find nothing useful. There are several temporary structures such as barracks and garages. Most of them have collapsed from disuse, and any other evidence of vehicles, personnel, and equipment is mysteriously gone.

Following Zigvigix's directions, the PCs reach a 10-foot-wide ramped tunnel leading beneath the surface. Bumpy is too big to fit. The tunnel levels out after a hundred yards, then continues another half mile to an airlock door.

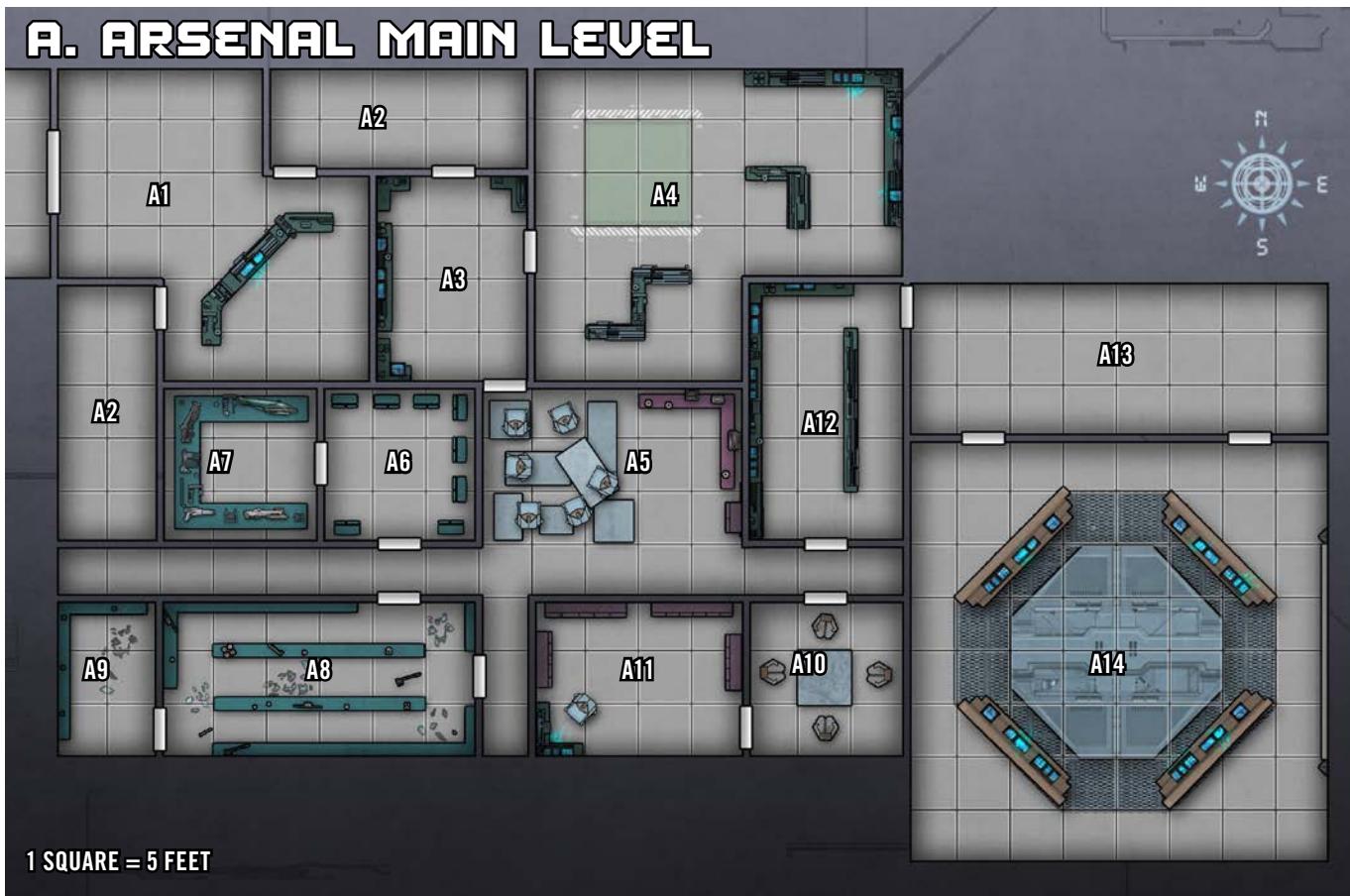
A. ARSENAL MAIN LEVEL

The Arsenal served as a research station and storage facility for the Exo-Guardians' most interesting (and dangerous) discoveries. When Datch infiltrated the compound, she and the Laoite



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A. ARSENAL MAIN LEVEL



1 SQUARE = 5 FEET

followers accompanying her ignored much of the upper level, going straight for the security center to access the vaults below. Before departing, they infested the Arsenal's network with a Laoite relic, set dangerous aliens loose, and rigged the security systems to impede future intruders.

The Arsenal's halls and chambers have the following features, except as noted in specific areas.

Ceilings: Unless noted, the ceilings are 15 feet high.

Walls: The Arsenal's walls are made of starship-grade adamantine alloy and are 10 inches thick (hardness 30, HP 480, break DC 45). Unworked stone extends for miles beyond the outer walls.

Doors: Most of the Arsenal's doors are 2-inch-thick steel doors (hardness 20, HP 60, break DC 26) that are not locked. The doors slide swiftly into the ceiling when a creature touches a hand (or appendage) to a panel on either side. They remain open while any Tiny or larger creature stands within 5 feet of the door, then slide shut.

Security Doors: Some of the Arsenal's doors are built much like starship airlocks (hardness 35, HP 160, break DC 40) and are locked. These include the doors to areas A7, A9, and A12. The panels on these doors display the message "Emergency Lockdown" in Common. Due to the infestation in the network, the locks cannot be hacked or disabled. Security doors can be unlocked only from the computer in area A11 and only after neutralizing the malfunctioning environment chamber (see

Event: Down the Hatch in area A4).

Illumination: Unless noted, the Arsenal is dimly lit by red emergency lights set in the walls and ceilings.

Computers: The computer banks throughout the complex range from 4 to 5 feet tall. Most of the electronics in the Arsenal barely function, having sustained heavy damage or corruption by the *idol of scrabbling eyes* in area A12. When the PCs interact with these devices (as indicated under the **Hazard** entry in areas A1, A3, A8, A10, and A11) they trigger **Event: Being Watched** (see below).

EVENT: BEING WATCHED

Read or paraphrase the following when the PCs trigger the curse.

The emergency lights flicker, and there is a sound of static and claws scampering across metal. As the sounds fade, there is a distant whisper, like an unpleasant thought that is trying not to be ignored.

Hazard: Datch's associates—followers of Lao Shu Po—left a potent magic item in the security control room that has infested the Arsenal's network. This infestation manifests as a curse that causes its victims to suffer mounting unease. Each time the PCs trigger this event, if the idol has not been destroyed, every PC in the Arsenal must attempt a saving throw against the curse.

THE STUMBLING SOCIETY, PART 1: SANCORO'S LAMENT

CURSE OF THE SKITTISH

Type curse; **Save** Will DC 17 (DC 18 in Subtier 7-8)

Effect Each time the victim fails a saving throw against the curse, they progress one step on the skittish affliction track.

Cure When the *idol of scrabbling eyes* is destroyed, each victim moves three steps back on the skittish affliction track. If they move to healthy, the curse is removed. Otherwise, they must use *remove affliction*.

SKITTISH AFFLCTION TRACK

Healthy—**Distracted**—**Uneasy**—**Agitated**—**Distressed**—**Paranoid**

Distracted

The victim takes a -2 penalty to trained skill checks.

Uneasy

The victim takes a -2 penalty to initiative and Perception checks.

Agitated

The victim takes an additional -2 penalty to the affected checks.

Distressed

The victim automatically rolls a 1 on initiative and Perception checks.

Paranoid

The victim counts as having no ranks in all of their skills.

A1. LOBBY (CR 8 OR CR 10)

This lobby has a wide reception desk embedded with cracked, dusty vidscreens. Several maggot husks, each over a foot long, cover the scratched floor.

Sentries stationed here would question everyone who entered or exited the facility, log their information, and direct them through the security checkpoints.

Creatures: Datch's crew retrieved a latent apari hive from primary containment (area B) and left it here—along with some unfortunate food specimens—to grow and hatch. This apari is a variation that can host extra constituents outside its hive body. Any additional constituents it spawns reduce its Hit Points as normal. In Subtier 7-8, a second apari has bonded with the first to survive in this strange environment.

Hazard: If the PCs access the computers, they trigger **Event: Being Watched** (see page 7).

SUBTIER 5-6 (CR 8)

APARI

CR 7

HP 105, **RP** 4 (Starfinder Alien Archive 14, see page 19)

TACTICS

Before Combat The apari crouches behind the computer banks in the southeast corner.

During Combat Every round, the apari makes a spike attack (or a claw attack if an opponent is within reach) and spawns another constituent until it lacks sufficient Hit Points or

SCALING ENCOUNTER A1

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

All Subtiers: Remove the initial apari constituents.

Resolve Points.

Morale The apari fights to the death.

APARI CONSTITUENTS (3)

CR 2

HP 20 each (Starfinder Alien Archive 14, see page 19)

TACTICS

Before Combat The constituents, split as evenly as possible, hover near the ceiling on either side of the entry door.

During Combat The constituents gang up on the smallest enemies.

Morale The constituents fight to the death.

SUBTIER 7-8 (CR 10)

APARIS (2)

CR 7

HP 105 each, **RP** 4 each (Starfinder Alien Archive 14, see page 19)

TACTICS

Before Combat The second apari waits in ambush 5 feet away from the entry door. Use the tactics from Subtier 5-6.

APARI CONSTITUENTS (6)

CR 2

HP 20 each (Starfinder Alien Archive 14, see page 19)

TACTICS

Use the tactics from Subtier 5-6.

Development: The only file accessible from these computers is a memo from the security team: "PRIORITY NOTICE. Barachius squadron escalating access requests. Those pixel wings must think they run the place. Monitor and report all activity to security."

Treasure: A cabinet under the computer terminals contains a sentinel staff, one pair of *darksight goggles*^{AR}, and a tactical cluster launcher^{AR} loaded with four stickybomb grenades II, two flash grenades II, and two riot grenades III^{AR}.

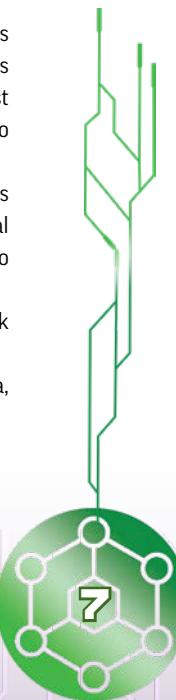
In Subtier 7-8, the cabinet also contains a static shock truncheon.

Rewards: If the PCs do not discover the equipment in this area, reduce each PC's credits earned as follows.

Subtier 5-6: Reduce each PC's credits earned by 354.

Out of Subtier: Reduce each PC's credits earned by 430.

Subtier 7-8: Reduce each PC's credits earned by 506.



A2. SECURITY CHECKPOINTS

Inactive cameras and scanners cover the walls and ceiling in this long room. A single control console sits near a vidscreen next to each of the room's doors.

Guards stationed in these rooms used the scanners to ensure that nobody brought anything into (or out of) the facility without proper authorization. The circuitry in the electronics is corrupted, making them worthless.

A3. ARCHIVES

Computer terminals line most of the walls of this dusty room. Their vidscreens rapidly switch between blank, static, and error codes.

This room served as an area to store and retrieve digital records. The cabinets beneath the computer consoles once housed row upon row of data drives, but Datch's crew ripped them out. Now they contain only frayed wires.

Hazard: If the PCs access the computers, they trigger

Event: Being Watched (see page 7).

Development: The archives contain a tiny fraction of their former data. The most interesting discovery is a partial file containing various mission briefings. Distribute **Handout #1**.

A4. ENVIRONMENT CHAMBER CONTROL ROOM (CR 7 OR CR 9)

A massive metal hatch dominates the northwest corner of this room. Multiple computer terminals—all of them dormant or malfunctioning—crowd the rest of the room.

From this room, the Arsenal's staff monitored the environmental containment chambers below (see **Event: Down the Hatch**). The computers in this room are heavily damaged and inoperable.

Creatures: Negator-XIII was one of several barachius angels stationed at the Arsenal. The squadron served a dual role: to ensure the Exo-Guardians' activities did not stray toward potential evil, and to protect the Arsenal from infiltration by evil forces. When the Bulwark came under attack, something suppressed the angels' powers. They could no longer teleport, detect evil, or innately understand technological objects and creatures. This caused some of the angels to begin destroying the Arsenal's precious technology; the others fought back against their kin, each side believing they served the cause of good. The forces that attacked the Bulwark eliminated much of the fractured squadron.

Negator-XIII—an agender individual who uses "it" or "they" pronouns and presents as female—no longer remembers which side it was on. However, it knows that the weapons in the lower levels, though not innately evil, could do evil in the wrong hands. It is obsessed with securing these weapons and knows it needs to secure the environmental containment chambers to access the rest of the facility. Negator-XIII has attempted to enter the hatch hundreds of times, but each time, its self-preservation protocols force it to leave the lethal environment. In its obsession, the barachius has not left this room in over 2 years. It does not know Datch already emptied the Depot.

In Subtier 7-8, a second barachius named Evaluator-IV huddles in the northeast corner of the room. Its memories are even more damaged than Negator-XIII's and it does not participate in the negotiations. It comes to Negator-XIII's aid if a fight breaks out.

When the PCs encounter Negator-XIII, it raises its rifle and demands to know their purpose in a clipped, rapid-fire voice. Negotiating with Negator-XIII is no simple matter; the barachius quickly shifts between rage, desperation, and panic. The

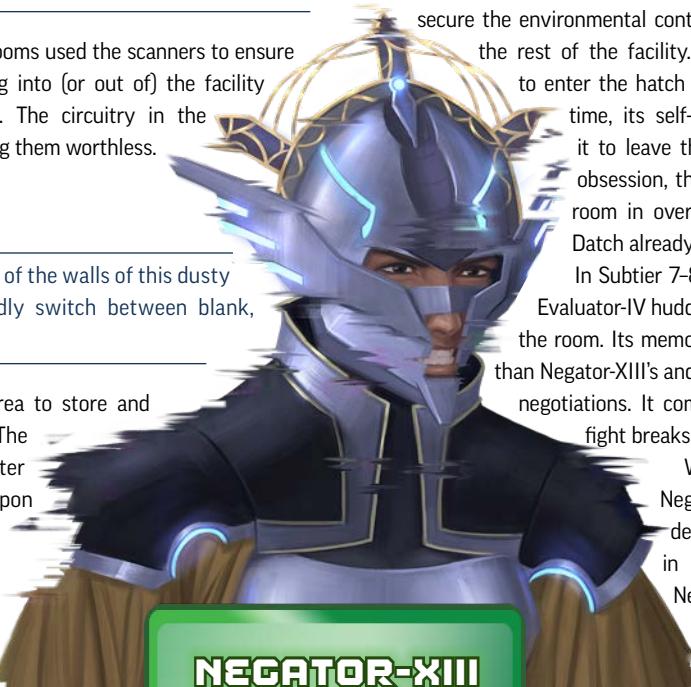
PCs must talk Negator-XIII through each of these phases to calm the barachius down enough to negotiate. In each phase, one PC can make the primary check and a single other PC can use aid another; Negator-XIII grows confused and angry if too many people talk at once. A successful check causes Negator-XIII to enter the next phase. After the first failed check in a phase, a different PC can try again, but they take a -4 penalty. A second failure in a given phase causes Negator-XIII to attack, thinking the PCs intend to use the Arsenal's weapons for evil. The PCs should roleplay this interaction rather than simply rolling dice. Consider granting a +2 bonus on a check for impressive roleplaying.

The DC of each check is 25 in Subtier 5-6, or 28 in Subtier 7-8.

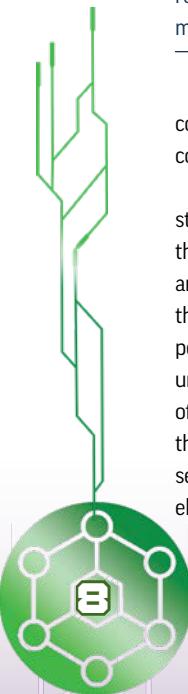
Rage: Negator-XIII shouts warnings, threats, and insults. The PCs can use Bluff or Diplomacy to communicate their peaceful intentions, or Sense Motive to discern the source of Negator-XIII's rage.

Desperation: Negator-XIII begins pleading for help, describing the countless attempts it has made to reach the key card and the grave dangers that wait on the other side of the hatch. The PCs can use Intimidate or a military-related Profession skill to take charge, or Survival to impress the barachius with their ability to endure dangerous conditions.

Panic: Negator-XIII seems to calm down, then suddenly its eyes go wide and it begins to panic. It looks around the room as if seeing horrible creatures in every corner and fires its rifle into the wall. It begins ranting in computer code. The PCs can use Computers,



NEGATOR-XIII



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Engineering, Medicine, or Mysticism to attempt to understand the angel's affliction well enough to calm it down. Alternatively, they can attempt Bluff, Diplomacy, or Intimidate, but the DC is 4 higher than for the other skills.

If the PCs succeed at a check in each of these phases, proceed to the Development section below. If not, Negator-XIII attacks.

SUBTIER 5-6 (CR 7)

NEGATOR-XIII

CR 7

Agender barachius (*Starfinder Alien Archive* 12, see page 19)

HP 95

TACTICS

Before Combat Negator-XIII takes cover behind the computer console in the east section of the room.

During Combat Negator-XIII casts *arcing surge*, then *microbot assault*, if it can catch at least three foes in the spells' areas. It uses its rifle to harass foes, then casts *inject nanobots* on the first foe to enter melee and switches to its longsword.

Morale Negator-XIII surrenders if reduced to 20 Hit Points or fewer.

SUBTIER 7-8 (CR 9)

NEGATOR-XIII AND EVALUATOR-IV

CR 7

Agender barachiuses (*Starfinder Alien Archive* 12, see page 19)

HP 95 each

TACTICS

Use the tactics from Subtier 5-6. Evaluator-IV moves to protect Negator-XIII from being flanked, surrendering only when Negator-XIII surrenders.

Development: If the PCs successfully negotiate with Negator-XIII, or it surrenders, it answers their questions as best it can. Some possible questions, and the angel's answers, are below.

Why are you here? "I think I served as a guard—to protect this place. Or to protect others from it. You must access the Depot. The things it contains might be used for evil. That must not happen."

What happened here? "My memories malfunctioned. Scrambled. Broken. I cannot recall. Something attacked. I do not know what. We lost our holy vision. We turned on one another. Many died."

What is stored in the Depot? "Mystical relics, unknown technology, dangerous creatures. The Exo-Guardians even captured a prexian mutantspawn—a radiation demon—for study. We were negotiating for its destruction. But the facility came under attack. It might still be down there."

How can we proceed? "The instability in the environment chamber caused the facility to enter lockdown. There are explosive spores and gases. The environment generators are malfunctioning, causing chain reactions. My protocols prohibit me from entering—given enough fire, even angels can be killed. It is maddening. You must help."

SCALING ENCOUNTER A4

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

All Subtiers: Negator-XIII is shaken (as is Evaluator-IV in Subtier 7-8), and the DCs of checks to negotiate with the barachiuses are reduced by 2.

Will you come with us? "Please stand by for analysis. Analysis complete. My analysis indicates the greatest likelihood of success lies with your capable party proceeding alone. My holy vision is damaged. I cannot tell good from evil, friend from foe. I may turn on you in the heat of battle. You must proceed alone. However, I can provide copies of my equipment."

Treasure: If the PCs kill Negator-XIII, its equipment dissolves along with its body. If they successfully negotiate with Negator-XIII, or it surrenders, it magically creates one copy each of its *barachius helm*, *holy sintered longsword*, and *holy corona laser rifle* and gives them to the PCs. Evaluator-IV is too weak to perform the same favor.

Rewards: If the PCs kill Negator-XIII, reduce each PC's credits earned by 311 in all Subtiers.

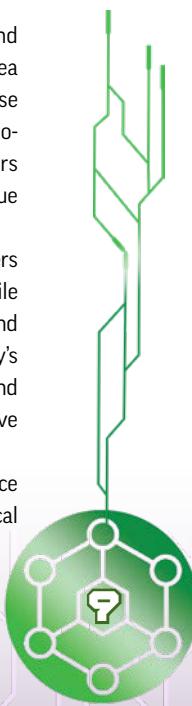
EVENT: DOWN THE HATCH (CR 7 OR CR 9)

The short ladder leads to a chamber below, with hallways leading in multiple directions. A brown cloud chokes the area, and dozens of fist-sized mold spores drift through the cloud, blocking easy passage.

The hatch from area **A4** leads to a series of corridors and environment chambers, some sealed, some open. The area is dark. A brown cloud obscures sight (as *fog cloud*). These containment cells once held creatures and objects that the Exo-Guardians deemed relatively safe. The environment generators could adjust the chambers to support organisms with unique biological needs.

Hazard: When the Arsenal fell, the environment chambers failed. They caused a reaction resulting in the evolution of a volatile mold. The environment controls in area **A4** no longer function, and the only way to neutralize the mold (thus disabling the facility's emergency lockdown) is a manual reset. The PCs can locate and activate the manual reset controls by disabling the explosive environment trap (below).

On the fourth round of the trap's actions, an electronic voice declares, "Warning: Environmental adjustment error. Chemical



SCALING EVENT: DOWN THE HATCH

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

All Subtiers: Reduce the trap's DCs by 2, and reduce the number of successful checks required to 8.

reaction imminent." After this warning, the hatch locks, trapping the PCs. On the fifth round, if the PCs have not disabled the trap, an explosion occurs, destroying the mold and the equipment stored here (see Treasure on page 10).

SUBTIER 5-6 (CR 7)

EXPLOSIVE ENVIRONMENT TRAP CR 7

Type technological; **Perception** DC 30; **Disable** 12 successful checks required in total; any combination of Acrobatics, Athletics, or Stealth DC 25 (navigate spores). Engineering DC 25 (discern path to controls). Life Science or Survival DC 25 (understand spores' behavior)

Trigger location; **Init** +12; **Duration** 5 rounds; **Reset** 1 minute
Initial Effect explosive spores each round (4d6 F & S); Reflex DC 17 avoids; multiple targets (all targets in room)

Secondary Effect explosive chain reaction on fifth round (4d10+2 F & S); Reflex DC 17 half; never miss; multiple targets (all targets in room)

SUBTIER 7-8 (CR 9)

EXPLOSIVE ENVIRONMENT TRAP CR 9

Type technological; **Perception** DC 33; **Disable** 12 successful checks required in total; any combination of Acrobatics, Athletics, or Stealth DC 28 (navigate spores); Engineering DC 28 (discern path to controls); Life Science or Survival DC 28 (understand spores' behavior)

Trigger location; **Init** +15; **Duration** 5 rounds; **Reset** 1 minute
Initial Effect explosive spores each round (4d10+2 F & S); Reflex DC 18 avoids; multiple targets (all targets in room)

Secondary Effect explosive chain reaction on fifth round (6d12 F & S); Reflex DC 18 half; never miss; multiple targets (all targets in room)

Development: Whether or not the PCs successfully disable the trap, a chain reaction occurs and the environmental reset activates, destroying the mold and disabling the facility's emergency lockdown. This allows the PCs to use the computer in area **A11** to open the doors to areas **A7**, **A9**, and **A12**.

Treasure: If the explosive chain reaction occurs, all the equipment in this area is destroyed. Otherwise, with a quick search of the area, the PCs discover two *mk 2 adaptive serums*^{AA}, two *bloodbrother serums*^{AA}, a *restoring rod*^{AR}, and a suit of kyokor plating II^{AA}.

In Subtier 7-8, the armor is kyokor plating III^{AA}, and the PCs also find a *leeching*^{AR} *yellow star plasma doshko*.

Rewards: If the explosive chain reaction occurs, reduce each PC's credits earned as follows.

Subtier 5-6: Reduce each PC's credits earned by 259.

Out of Subtier: Reduce each PC's credits earned by 522.

Subtier 7-8: Reduce each PC's credits earned by 785.

A5. MESS HALL

Tables and chairs form a makeshift barricade dividing the room. A food and drink dispensing station occupies the northeast corner.

This mess hall allowed staff to take breaks without leaving the facility. The floor shows signs of the furniture being dragged carelessly into its current position, but there are no signs of fighting.

A6. STAFF LOCKERS

Eight vertical storage lockers line the walls of this room. Decals and crude graffiti cover most of them. A memo taped to one of the lockers reads, "This place better be spotless before next inspection. Commander's orders. FINAL NOTICE. Otherwise, ONLY flavorless tubes for one month."

A few of the staff stored personal belongings and equipment here. Most of the lockers are empty, though one locker is still secure and contains its former owner's equipment.

Treasure: One locker remains locked (hardness 10, HP 10, Engineering DC 18 to disable). It contains two advanced semi-auto pistols, two tactical knives, a D-suit II with a purple force field upgrade, and an *efficient bandolier*.

In Subtier 7-8, the D-suit II instead has a black force field upgrade, and the PCs also find an incapacitator.

Rewards: If the PCs do not recover this equipment, reduce each PC's credits earned as follows.

Subtier 5-6: Reduce each PC's credits earned by 607.

Out of Subtier: Reduce each PC's credits earned by 775.

Subtier 7-8: Reduce each PC's credits earned by 943.

A7. ARMORY

Three large workbenches line the walls of this storage room. Weapons in various states of disassembly and modification line the workbenches. Most, but not all of them, look inoperable.

The door into this room is a security door (see page 6) that can be opened only from area **A11**. This room stored weapons and served as a secure location for the Exo-Guardians to modify their armaments.

10

THE STUMBLING SOCIETY, PART 1: SANGORO'S LAMENT

Treasure: Most of the weapons here are the results of failed modifications and are worthless, but a few functioning items remain: In Subtier 5-6, there is a squad machine gun and a triple focus rifle. The squad machine gun has a grenadier bracket^{AR} mounted with a modified squad NIL grenade launcher that is loaded with two frag grenades III and two incendiary grenades III.

In Subtier 7-8, the equipment is the same, except the machine gun is a light machine gun, the frag grenades are frag grenades IV, and the grenade launcher also has two shock grenades III.

Rewards: If the PCs do not recover this equipment, reduce each PC's credits earned as follows.

Subtier 5-6: Reduce each PC's credits earned by 484.

Out of Subtier: Reduce each PC's credits earned by 681.

Subtier 7-8: Reduce each PC's credits earned by 878.

A8. LAB

Long, cluttered workbenches take up most of this room. Every surface is covered in objects, including beakers, scales, vials, safety equipment, test tubes, funnels, ring stands, pipettes, burners, and more. Much of the room's contents are melted or covered in scorch marks.

The Arsenal's scientists used this lab for small experiments after thoroughly studying their subjects in the safety of the containment blocks. A PC who succeeds at a DC 25 Engineering or Physical Science check discerns what took place here: a fire broke out. The safety systems contained the fire, but the laboratory was destroyed.

A personal datapad, barely functional, sits under a pile of charred papers.

Hazard: The datapad is networked with the facility, and if the PCs access it, they trigger **Event: Being Watched** (see page 7).

Development: The datapad plays an audio message: "This is Doctor Fenstrix. The date is... Oh, who cares. I find myself holding my tongue around the commander more and more these days. Her decisions seem rash, even stupid. We are not playing with toys! We are researching unfathomable alien technology! We can't just turn things on and see what happens. We are the defenders of the Pact Worlds, not the activators of things that might help but probably go boom. If this keeps up, I'm moving back to Akiton."

A9. LAB STORAGE

Storage compartments line the west and north walls of this room. The heavy security door seems to have protected the room's contents from whatever destroyed the adjacent laboratory.

The door into this room is a security door (see page 6). It can be opened only from area A11.

Development: A PC who succeeds at a DC 22 Life Science check recognizes the moonflower lightgraft (see Treasure below) as a biotech augmentation derived from moonflower tissue. They recall

that moonflowers are massive plant creatures that use telepathy and reproduce by eating other creatures. Many xenobotanists study moonflower reproduction for its cloning applications.

Treasure: In Subtier 5-6, the storage containers hold an advanced medkit, four *mk 2 serums of healing*, a minor apocalypse crystal^{AA2}, a *mk 1 adaptive defense module*^{AA2}, a cybernetic arm (single), and a moonflower lightgraft^{AA2}.

In Subtier 7-8, there is also one *mk 3 serum of healing* and one lesser *photino crystal*^{AA2}.

Rewards: If the PCs do not recover the equipment here, reduce each PC's credits earned as follows.

Subtier 5-6: Reduce each PC's credits earned by 894.

Out of Subtier: Reduce each PC's credits earned by 1,052.

Subtier 7-8: Reduce each PC's credits earned by 1,210.

A10. CONFERENCE ROOM

This room contains a single table and four chairs. A holo-projector sits at the center of the table. The projector is glitching, creating random shapes above the table.

The Arsenal's senior staff used this room for meetings.

Hazard: If the PCs access the holo-projector, they trigger **Event: Being Watched** (see page 7).

Development: The projector creates a hologram of four pulsing spheres. A voiceover in a curious female voice declares, "the neutriad spheres remain an enigma, but their known properties cannot be ignored. I recommend we put them to use. Configure them to generate additional force fields in primary containment. Monitor them closely. It is possible—"

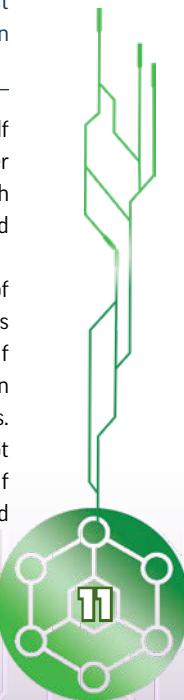
The recording abruptly cuts off.

A11. COMMANDER'S OFFICE

In contrast to the stark metal walls of the rest of the facility, this room contains wood paneling, decorative light fixtures, and large wooden cabinets. A computer console in the southwest corner is housed in a vintage casing, but with a modern vidscreen and controls.

This was the office of **Commander Iivariss** (NG female elf soldier/technomancer), the Arsenal's senior officer and a former friend of Sangoro herself. Commander Iivariss vanished along with the remaining Exo-Guardians stationed here following the Scoured Stars incident.

Development: The computer console displays one of two messages depending on the condition of the facility's environment chambers (see **Event: Down the Hatch** on page 9). If the explosive environment hazard remains in the area, the screen reads, "WARNING: Unstable hazard in environment chambers. Emergency lockdown. Security doors enabled." The PCs cannot unlock the security doors until dealing with the hazard. If the PCs have dealt with the hazard, the computer instead



SCALING ENCOUNTER A12

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

All Subtiers: Reduce the trap's DCs by 2.

reads: "Environment chambers stabilized. Release emergency lockdown? Select Yes/No." If the PCs select "Yes," they unlock the security doors leading to areas **A7**, **A9**, and **A12**. Selecting "No" does not prevent them from later selecting "Yes."

After making their selection, the PCs can access a draft of a message on the commander's computer. Distribute **Handout #2**.

Treasure: A *bombarding*^{AR} fusion seal is on the commander's desk. The commander's power armor storage unit appears to be made of wood but is in fact a custom adamantine alloy (hardness 30, HP 60, break DC 28, Engineering DC 28 to disable). It contains a battle harness with a deflective reinforcement upgrade and a corona artillery laser (an aphelion artillery laser instead in Subtier 7-8). It also contains a *mk 2 diffraction cloak*^{AR}.

Rewards: If the PCs do not recover the equipment here, reduce each PC's credits earned as follows.

Subtier 5-6: Reduce each PC's credits earned by 533.

Out of Subtier: Reduce each PC's credits earned by 613.

Subtier 7-8: Reduce each PC's credits earned by 694.

A12. SECURITY CENTER (CR 7 OR CR 9)

Dead vidscreens and unblinking computer panels fill this room. Something squeals and scratches incessantly from beneath the computers on the north wall.

The south door into this room is a security door (see page 6). It can only be opened from area **A11**. A PC who succeeds at a DC 28 Engineering or Perception check on either side of this door notices that it has been tampered with—someone manually hacked it, then reset it to its lockdown state. This was the work of Datch and her followers prior to infesting the network.

The Arsenal's security monitored the facility's lower levels here.

Hazard: The *idol of scrabbling eyes* left behind by Datch's Laoite followers waits inside a compartment beneath the computer consoles on the north wall. If the PCs open the compartment, they discover the small stone idol in a nest of frayed wires and gnawed computer chips. A PC who succeeds at a DC 18 Culture or Mysticism check recognizes that the idol is shaped like a symbol of Lao Shu Po, goddess of assassins, rats, spies, and thieves.

Opening the compartment likely triggers the trap (which is based on visual proximity). The eerie noises cease. Static fills the

room's vidscreens, and a swarm of spectral rats spews from the screens to attack the PCs.

SUBTIER 5-6 (CR 7)

DIGITAL SWARM TRAP

CR 7

Type hybrid; **Perception** DC 30; **Disable** Computers, Engineering, or Mysticism DC 22 (repel swarm for 1 round) or DC 28 (sever network connection)

Trigger proximity (visual, 10 ft.); **Init** +12; **Duration** 10 rounds; **Reset** 1 minute

Effect gnawing rats (3d6 E & P); never miss; multiple targets (all targets within 30-ft. radius of computers)

The idol has EAC 18, KAC 22, Fort +10, Ref +7, hardness 15, and 107 Hit Points. Destroying the idol defeats the trap.

SUBTIER 7-8 (CR 9)

DIGITAL SWARM TRAP

CR 9

Type hybrid; **Perception** DC 33; **Disable** Computers, Engineering, or Mysticism DC 25 (repel swarm for 1 round) or DC 31 (sever network connection)

Trigger proximity (visual, 10 ft.); **Init** +15; **Duration** 10 rounds; **Reset** 1 minute

Effect gnawing rats (6d6 E & P); never miss; multiple targets (all targets within 30-ft. radius of computers)

The idol has EAC 21, KAC 25, Fort +12, Ref +9, hardness 15, and 144 Hit Points. Destroying the idol defeats the trap.

Development: Severing the connection or destroying the idol causes it to crumble into synthetic dust. PCs suffering from the curse of the skittish move three stages back on the skittishness affliction track. Additionally, the idol's grip on the network fades, unlocking the grav-elevator in area **A14**.

Treasure: The PCs find a recessed wall compartment labeled "Emergencies Only." It contains a *guarded*^{AR} salamander-class flamethrower and three *mk 2 rings of resistance*.

Rewards: If the PCs do not recover the equipment here, reduce each PC's credits earned by 391 in all subtiers.

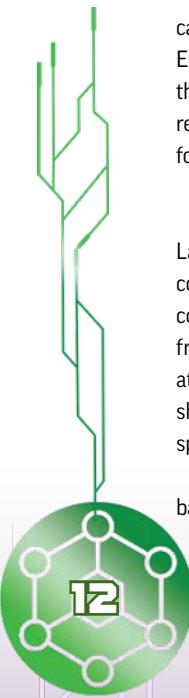
A13. DECONTAMINATION FACILITY

Vents, pipes, and showerheads line the walls of this room.

The Arsenal's staff used the facilities in this room (which no longer function) to cleanse contaminants after visiting the lower levels.

A14. ELEVATOR

A massive, octagonal grav-elevator platform occupies the center of this large room. Four banks of computers are accessible from the platform. To the east, a twenty-foot-wide airlock door stands partially open. An empty vehicle hangar is visible on the other side.



THE STUMBLING SOCIETY, PART 1: SANCORO'S LAMENT

This grav-elevator has no walls or doors and is embedded in the floor. The elevator uses a similar technology to grav-trains but requires no rails: it simply hovers up or down the shaft (past a series of automatic airlocks), similarly embedding itself in the floor of whichever level its passengers select, with the airlocks sealing the shaft above. The only way to go from this area is down.

If the *idol of scrabbling eyes* is intact, the computer controls are nonfunctional, their vidscreens filled with static. If the idol is destroyed, the screens read: "SELECT DESTINATION. L1—Main Level. L2—Primary Containment. Notice: L3—Depot on lockdown."

The hangar bay to the east is mysteriously empty, much like the surface structures above. Farther east, wide driveways—big enough for ground and flight vehicles—lead 1 mile away to the hangar's surface entrance, concealed in the crater wall. This area is beyond the scope of the scenario: if players dawdle, gently remind them that their objective lies within the Arsenal.

Development: Once the PCs have destroyed the *idol of scrabbling eyes* in area **A12**, they can use the grav-elevator to access area **B**.

B. PRIMARY CONTAINMENT (CR 9 OR CR 11)

As the grav-elevator descends, airlocks whoosh open to allow it to pass, then shut behind it. After a few minutes, one of the dormant screens flickers to life, showing a grainy image of a stark-white ysoki in a well-cut gray business suit. She waves and says, "Hey, Starfinders! I assume you're Starfinders. Who else would make it this far? I'm Datch. Maybe we've met? Ha! This is pre-recorded, so I have no idea. Anyway, not sure I can put this nicely. My team beat you to it. Don't worry, we left a bite for you. There are some excellent specimens down there!" The ysoki munches on an apple, making a scene of enjoying her snack. A warning light near the screen begins flashing, and an electronic voice says, "Warning: Xenobiological threats detected. Containment breach. Warning..."

The ysoki gulps down her apple and says, "I hope you enjoy this research opportunity. Be seeing you!" The ysoki walks off camera, then back on a few seconds later. "If you survive, that is. On the off-chance things get out of hand, we've rigged the containment protocols to help, and activated the base's self-destruct sequence." She glances briefly off camera, "Hey, did we remember to activate the self-destruct sequence?" She shrugs and winks, "I'll get back to you."

The screen shuts off, and an airlock above slams shut. The grav-elevator descends to the center of a vast chamber with four large containment cells, all of them open. Bulging vines twist along the walls and floor, connecting large, pulsating masses of misshapen bones, sinew, rot, and tumors. Three-foot-diameter spheres stand on raised platforms, one at each corner of the elevator. They begin to glow.

"...Warning. Emergency lift shutoff. Initiating threat neutralization protocol."

PCs who have played *Starfinder Society Scenario #2-01: Pact World Warriors* recognize Datch, the ysoki who met them between competitions and left a food arrangement in their suite.

This area once contained creatures the Exo-Guardians deemed dangerous but worthy of study. The elevator controls remain locked until the creatures and hazards in this area are neutralized.

Creatures: The mutated moonflower that lurks here came into being after Datch's crew opened the containment cells: the moonflower and a prexian mutantspawn were among the creatures released. The titanic moonflower ate the mutantspawn, slowly crushing it to death, but the radiation and Abyssal energies the moonflower endured caused it to degenerate and mutate. It knows nothing but pain, hunger, and nightmares. When injured, it spawns prexian pods—semitransparent, bulbous, ooze-filled sacs—to defend it.

Hazards: Much of the room is covered in prexian tumors, as shown on the map. These areas are difficult terrain (ignored by the moonflower and its pods).

Additionally, four neutriad spheres—relics that the Exo-Guardians recovered from a dying planet—threaten everything in the area. Their original purpose was to generate powerful force fields, but their properties have been reversed: they begin emitting disintegrating blasts when the elevator arrives. If the PCs do not disable them, the spheres eventually implode with catastrophic results.

SUBTIER 5-6 (CR 9)

PREXIAN MOONFLOWER

CR 8

CE Huge plant

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +16

DEFENSE **HP** 128

EAC 20; **KAC** 22

Fort +12; **Ref** +7; **Will** +10

DR 10/good or slashing; **Immunities** plant immunities, radiation; **Resistances** cold 10

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee bite +19 (2d6+14 S plus irradiation) or tentacle +19 (1d8+14 B)

Multiattack bite +13 (2d6+14 S plus irradiation), 2 tentacles +13 (1d8+14 B)

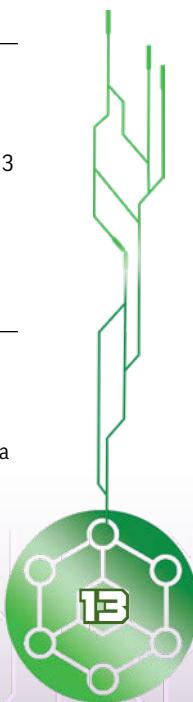
Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacles, originating from any space with prexian tumors)

Offensive Abilities light pulse

TACTICS

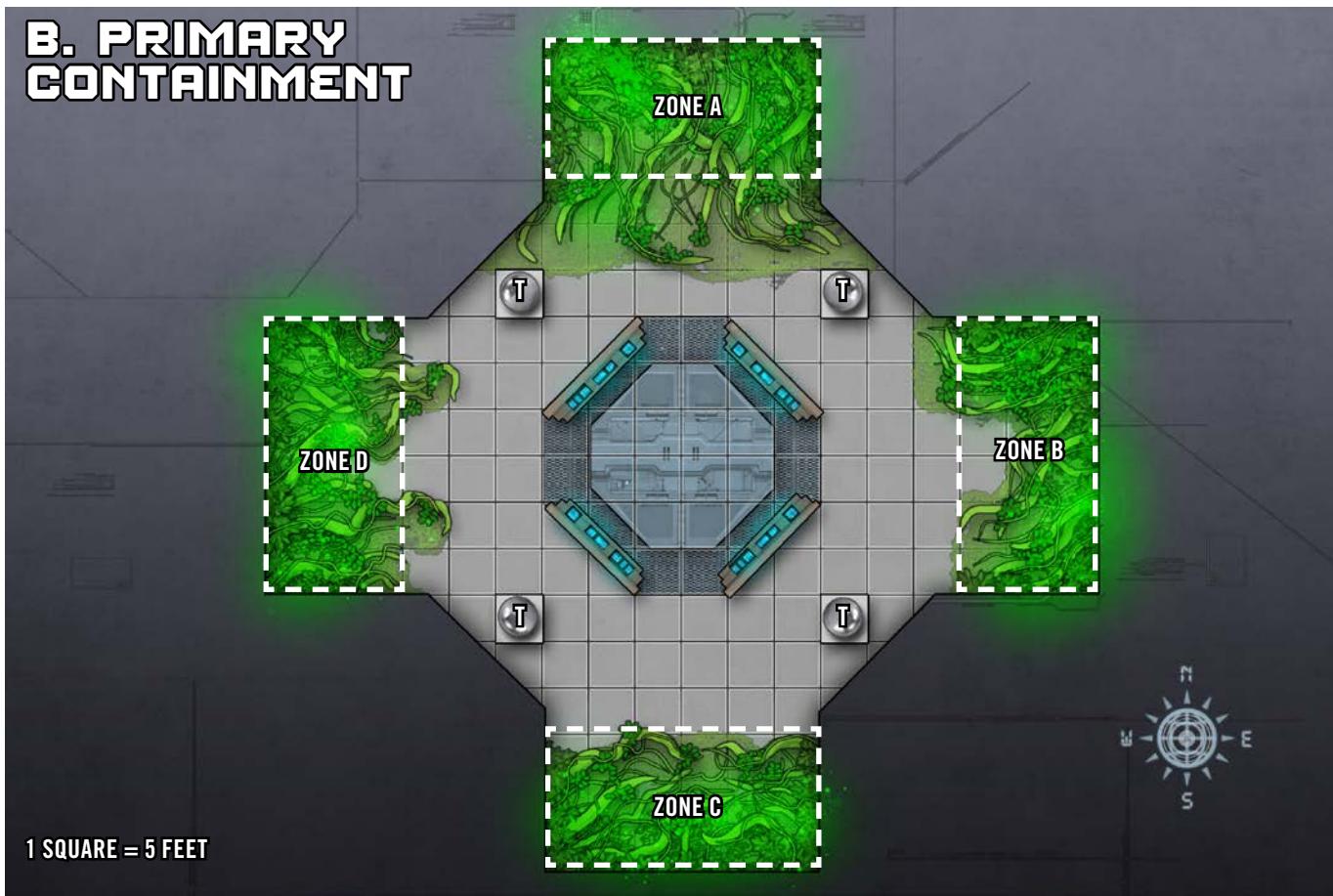
During Combat The moonflower alternates between its light pulse and multiattack, attempting to blind and irradiate as many foes as possible. It never ends its movement outside of the prexian tumors and avoids the neutriad spheres' area of effect when it can.

Morale The moonflower fights to the death.



STARFINDER SOCIETY SCENARIO

B. PRIMARY CONTAINMENT



STATISTICS

Str +6; Dex +0; Con +4; Int -3; Wis +2; Cha +0

Skills Stealth +16 (+21 in dense vegetation)

Languages telepathy (1 mile, other moonflowers only)

Other Abilities prexian pods

SPECIAL ABILITIES

Irradiation (Su) A creature bitten by the moonflower must succeed at a DC 16 Fortitude save or be exposed to a sudden pulse of supernatural radiation. This functions as medium radiation that affects only the moonflower's target.

Light Pulse (Su) As a standard action, the moonflower can emit a pulse of bright light from its body. Creatures within 50 feet of and able to see the moonflower must succeed at a DC 16 Fortitude save or be blinded for 1d4 rounds.

Prexian Pods (Ex) When the moonflower's Hit Points are first reduced to 96 or below, it spawns a prexian pod in Zone C as a reaction. The pod acts on the moonflower's initiative. While any prexian pods survive, the moonflower merges with the mass of vines and tumors (requiring no action). It gains total concealment, but it can attack only with its tentacles (not light pulse or bite attacks). When there are no surviving pods, the moonflower emerges (requiring no action) at the start of its next turn.

The moonflower can use this ability again to spawn a pod in Zone B when its Hit Points are first reduced to 64 or

below, and one final time to spawn a pod in Zone D when reduced to 32 Hit Points or below.

PREXIAN POD

CR -

CE Medium plant

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

DEFENSE

HP 22

EAC 12; **KAC** 14

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

Immunities plant immunities, radiation

Weaknesses vulnerable to fire

OFFENSE

Speed 10 ft.

Offensive Abilities bile stream (50-ft. line, 5d6 A, Reflex DC 13 half)

TACTICS

During Combat The pod uses its bile stream against as many enemies as possible.

Morale The pod fights until destroyed.

STATISTICS

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

NEUTRIAD SPHERES TRAP

CR 5

Type hybrid; **Perception** DC 27; **Disable** Computers,

Engineering, or Mysticism DC 19 (control 1 sphere for 1 round) or DC 25 (permanently disable 1 sphere)

THE STUMBLING SOCIETY, PART 1: SANCORO'S LAMENT

Trigger location; **Init** +10; **Duration** 10 rounds; **Reset** none
Effect one atomizing blast per sphere (1d12+1); Fortitude DC

15 half; multiple targets (all targets within 10-ft. radius of blasting spheres); instead of an atomizing blast, each controlled sphere fires an atomizing beam +15 ranged vs. EAC (1d12+1); one target within 30 ft. of sphere; target chosen by controlling PC

The PCs must be adjacent to the elevator's computer terminals to make checks to disable or control the spheres. The spheres emit blasts for 9 rounds, or until all the spheres have been disabled or destroyed. The spheres damage only creatures (not objects); their damage is untyped. Creatures reduced to 0 Hit Points by the spheres' attacks must succeed at a DC 15 Fortitude save or be immediately slain and reduced to a pile of fine ash. Each sphere has EAC 16, KAC 20, Fort +8, Ref +5, hardness 10, and 17 Hit Points. If a PC controls a sphere, that sphere emits a controlled beam instead of a blast on the trap's next action. On the 10th round, the remaining spheres (neither disabled nor destroyed) implode, dealing 2d12+2 damage per remaining sphere to all creatures in the room.

SUBTIER 7-8 (CR 11)

PREXIAN MOONFLOWER CR 10
CE Huge plant
Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +19

DEFENSE HP 168

EAC 23; **KAC** 25

Fort +14; **Ref** +9; **Will** +12

DR 10/good or slashing; **Immunities** plant immunities, radiation; **Resistances** cold 10

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee bite +22 (2d8+18 S plus irradiation) or tentacle +22 (1d10+18 B)

Multiaction bite +16 (2d8+18 S plus irradiation), 2 tentacles +16 (1d10+18 B)

Space 15 ft.; **Reach** 15 ft. (30 ft. with tentacles, originating from any space with prexian tumors)

Offensive Abilities light pulse

TACTICS

Before Combat The moonflower waits in Zone A.

During Combat The moonflower alternates between its light pulse and multiaction, attempting to blind and irradiate as many foes as possible. It never ends its movement outside of the prexian tumors and avoids the neutriad spheres' area of effect when it can.

Morale The moonflower fights to the death.

STATISTICS

Str +8; **Dex** +0; **Con** +5; **Int** -3; **Wis** +3; **Cha** +0

Skills Stealth +19 (+24 in dense vegetation)

SCALING ENCOUNTER B1

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

Subtier 5-6: The moonflower doesn't spawn its first pod until reduced to 64 Hit Points or below, and it spawns pods only twice overall. Reduce the trap's DCs by 2.

Subtier 7-8: The moonflower doesn't spawn its first pods until reduced to 84 Hit Points or below, and it spawns pods only twice overall. Reduce the trap's DCs by 2.



STARFINDER SOCIETY SCENARIO

Languages telepathy (1 mile, other moonflowers only)

Other Abilities prexian pods

SPECIAL ABILITIES

Irradiation (Su) A creature bitten by the moonflower must succeed at a DC 17 Fortitude save or be exposed to a sudden pulse of supernatural radiation. This functions as medium radiation that affects only the moonflower's target.

Light Pulse (Su) As a standard action, the moonflower can emit a pulse of bright light from its body. Creatures within 50 feet of and able to see the moonflower must succeed at a DC 17 Fortitude save or be blinded for 1d4 rounds.

Prexian Pods (Ex) When the moonflower's Hit Points are first reduced to 126 or below, it spawns a prexian pod in Zone C as a reaction. The pod acts on the moonflower's initiative. While any prexian pods survive, the moonflower merges with the mass of vines and tumors (requiring no action). It gains total concealment, but it can attack only with its tentacles (not light pulse or bite attacks). When there are

no surviving pods, the moonflower emerges (requiring no action) at the start of its next turn.

The moonflower can use this ability again to spawn pods in Zones C and B when its Hit Points are first reduced to 84 or below, and one final time to spawn pods in Zones C and D when reduced to 42 Hit Points or below.

PREXIAN POD

CR -

HP 22 (see page 14)

NEUTRIAD SPHERES TRAP

CR 7

Type hybrid; **Perception** DC 30; **Disable** Computers, Engineering, or Mysticism DC 22 (control 1 sphere for 1 round) or DC 28 (permanently disable 1 sphere)

Trigger location; **Init** +12; **Duration** 10 rounds; **Reset** none

Effect one atomizing blast per sphere (2d10); Fortitude DC 17 half; multiple targets (all targets within 10-ft. radius of blasting spheres); instead of an atomizing blast, each controlled sphere fires an atomizing beam +19 ranged vs. EAC (2d10); one target within 30 ft. of sphere; target chosen by controlling PC The PCs must be adjacent to the elevator's computer terminals to make checks to disable or control the spheres. The spheres emit blasts for 9 rounds, or until all the spheres have been disabled or destroyed. The spheres only damage creatures (not objects); their damage is untyped. Creatures reduced to 0 Hit Points by the spheres' attacks must succeed at a DC 17 Fortitude save or be immediately slain and reduced to a pile of fine ash. Each sphere has EAC 18, KAC 22, Fort +10, Ref +7, hardness 10, and 26 Hit Points. If a PC controls a sphere, that sphere emits a controlled beam instead of a blast on the trap's next action. On the 10th round, the remaining spheres (neither disabled nor destroyed) implode, dealing 4d10 damage per remaining sphere to all creatures in the room.

Development: If the moonflower and its pods are destroyed, the neutriad spheres automatically shut off and the electronic voice declares, "Xenobiological threats eliminated. Elevator enabled. Decontamination recommended at your earliest convenience." The PCs can access the Depot and then return to the surface.

Treasure: Each sphere (or its fragments) is worth 600 credits, but imploded spheres leave no trace.

Rewards: For each imploded sphere, reduce each PC's credits earned by 100.

THE DEPOT

The lift descends several hundred yards to a massive storage facility illuminated by flickering emergency lights. The weapon racks, storage containers, forklifts, and heavy vault doors make this level's purpose abundantly clear—but the vaults are empty.

**PREXIAN
MOONFLOWER**



THE STUMBLING SOCIETY, PART 1: SANGORO'S LAMENT

Datch's crew removed the Exo-Guardians' caches from this area. A single data pad with a blinking red light sits in the middle of one of the empty vaults. If a PC accesses the datapad, it automatically plays a video of Datch.

"Hello again! I guess you survived. Good for you, making it all the way down after I set all your critters loose and turned your nasty defenses against you. Speaking of nasty, you sure had a lot of firepower down here. Wow! For an organization that's supposedly about exploration, I'm shocked. Shocked I say! But don't worry. I know some folks who could sure use this stuff. And, to make things even, please accept this payment. See you soon!"

The datapad automatically deletes the video and ejects a credstick.

Treasure: The credstick contains 6 credits.

Development: There's nothing but empty containers and storage alcoves in this area. The PCs' mission is over, and there's nothing further to be gained from Sangoro's Arsenal.

Rewards: If the PCs ignore the datapad, reduce each PC's credits earned by 1 in all subtiers.

CONCLUSION

When the PCs return to the *Thunderous Transgressor*, Zigvigix is ecstatic. Their pleasure quickly fades as the PCs give their report during the journey home. Zigvigix thinks for several hours, then calls the PCs to a meeting. They explain that, although Datch has the weapons, there is little the Starfinder Society can do to act against her. Any evidence to implicate her, especially collected out in the Vast, would be difficult to argue in a legal setting. Furthermore, the Society would never admit that a massive

stockpile of weapons fell into an outside power's hands. Zigvigix is determined to come up with a plan to thwart Datch and recover the weapons.

PRIMARY SUCCESS CONDITIONS

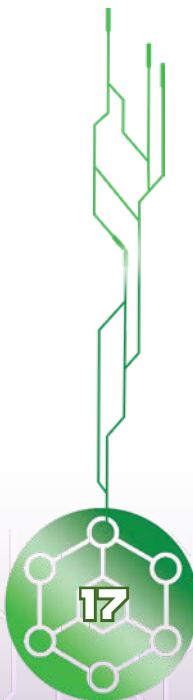
The PCs succeed at their primary success condition if they overcome the threats in area **B** and hear Datch's final message, thus learning the fate of the Exo-Guardians' lost weapons. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon and the Drat That Rat! boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they prevent at least one neutriad sphere from imploding and recover data in four or more of following areas: **A1** (security memo), **A3** (mission log), **A8** (audio log), **A10** (hologram recording), and **A11** (Commander's letter). (See the Development section in each area.) Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon.

FACTION NOTES

If the PCs succeed at their primary mission, Zigvigix is impressed with their tenacity in a dangerous environment. Each PC earns 1 additional Reputation with the Exo-Guardians faction, in addition to any other Reputation earned from completing this scenario. Each PC with the Exo-Guardians faction currently slotted as one of their boon slots also earns the Bulwark Buster boon on their Chronicle sheet.



HANDOUT #1: MISSION BRIEFINGS

MISSION SB-XTR6-45: Scan of sixth moon of "Planet XTR" complete. Subject has decimated 17% of moon's surface.

MISSION SB-XTR6-46: Surface expedition conducted. Environment remains stable. Subject's aggression remains undiminished by science team's efforts. Communication unsuccessful. Minimal casualties.

MISSION SB-XTR6-47: Second contact. Subject foiled our sensors and ambushed us, inflicting heavy casualties.

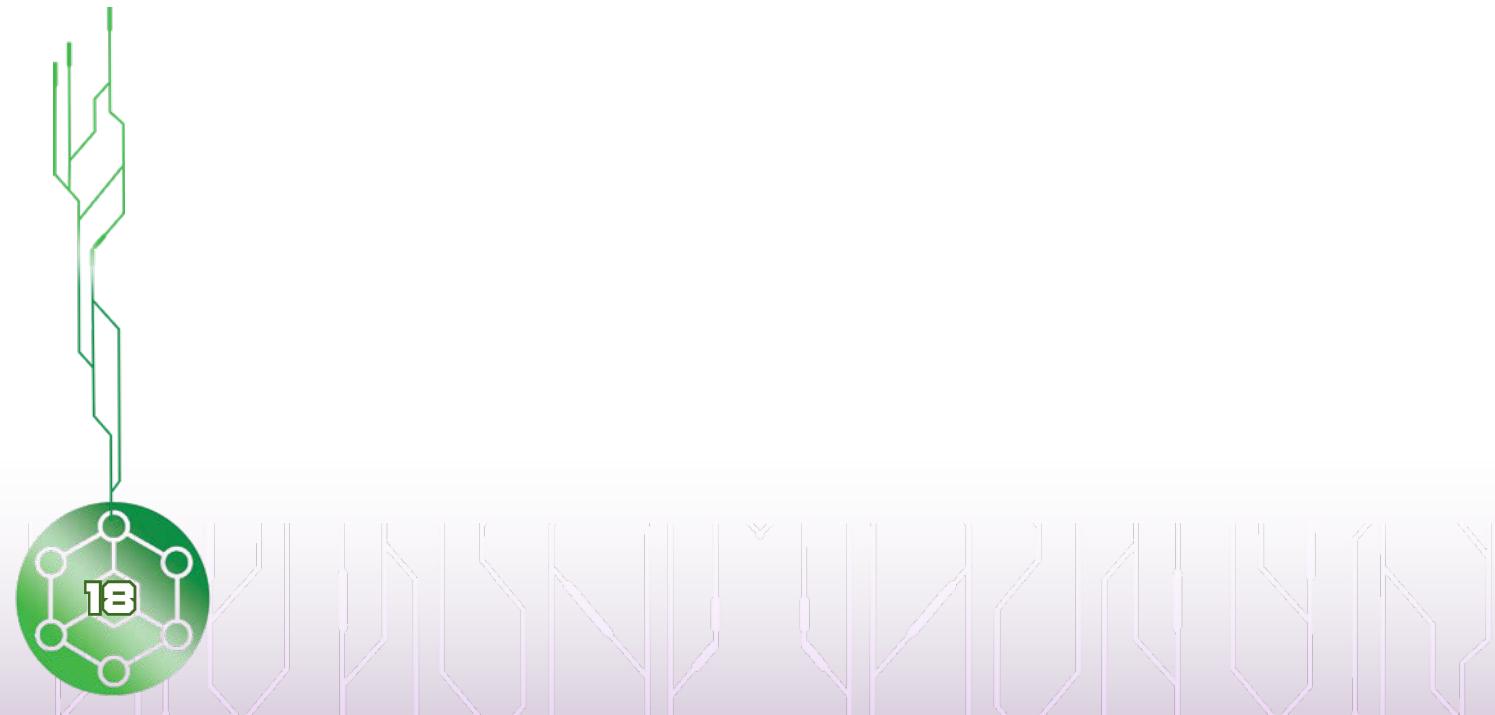
MISSION SB-XTR6-48: No report. Ship returned with no crew aboard. 100% casualties. Ship's cargo hold contained relics of XTR6's lost civilization. Further study required. Missions to XTR6 canceled until further notice.

HANDOUT #2: COMMANDER'S MESSAGE

ATTN: Cpt. Remahd

You didn't want it, but I recommended you for promotion. You'll make a fine starship captain. Your service following the disaster at Attriaada showed what you're made of. When we met there, you were just a recruit, but you already had what it takes.

The neutriad spheres we found at Attriaada are much more than we hoped for. I know what you sacrificed there, and I will always be—



THE STUMBLING SOCIETY, PART 1: SANCORO'S LAMENT

APPENDIX: STAT BLOCKS

APARI

CR 7

N Large vermin

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

EAC 19; KAC 21

HP 105; **RP** 4

Fort +11; **Ref** +6; **Will** +9

Defensive Abilities mutable; **Immunities** critical hits

OFFENSE

Speed 30 ft.

Melee claw +17 (2d6+11 S)

Ranged spike +14 (2d8+7 P)

Offensive Abilities spawn constituents

STATISTICS

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

Skills Athletics +19, Intimidate +14, Survival +14

Other Abilities mindless

SPECIAL ABILITIES

Mutable (Ex) Virtually every part of an apari's internal physiology can be effectively repaired or replaced at a moment's notice as constituents rush to fill the needed role. An apari is immune to critical hits, and when an apari would take ability damage or drain to a particular ability score, it can instead distribute that ability damage or drain as it wishes across all of its ability scores (though it must take at least 1 point in the targeted ability score).

Spawn Constituents (Ex) Most aparis retain a force of combat-ready constituents waiting on call to defend the hive—or in dire circumstances, to sacrifice themselves to give the apari a better chance of escape. As a move action, an apari can spend 1 Resolve Point and lose 20 Hit Points to spawn a constituent in an empty adjacent square. An apari can use this ability only if it has 40 or more Hit Points.

Spike (Ex) An apari's ranged attack has a range increment of 30 feet.

APARI CONSTITUENT

CR 2

N Tiny vermin

Init +4; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

HP 20

EAC 13; KAC 15

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

Weaknesses hive dependency

OFFENSE

Speed fly 30 ft. (Ex, perfect)

Melee claw +10 (1d6+4 S)

Offensive Abilities fungible

STATISTICS

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

Skills Acrobatics +12 (+20 flying), Intimidate +7, Survival +7

Other Abilities mindless, reincorporate

SPECIAL ABILITIES

Fungible (Ex) An apari constituent can change its physiology to take advantage of its opponent's weaknesses. As a move action, it can alter the type of kinetic damage it deals with its claw attack (bludgeoning, piercing, or slashing).

Hive Dependency (Ex) An apari constituent can't voluntarily travel more than 200 feet from the apari that spawned it. If taken beyond that range against its will, it gains the sickened condition and becomes single-minded in its focus on returning to its apari. An apari constituent can survive for only 1 hour after the apari that spawned it dies (unless it finds another apari).

Reincorporate (Ex) As a standard action, an apari constituent adjacent to an apari can become part of the hive once again. The constituent's current Hit Points are added to the apari's, and the constituent is removed from play.

BARACHIUS ANGEL

CR 7

NG Large outsider (angel, extraplanar, good)

Init +4; **Senses** darkvision 60 ft., detect alignment, low-light vision; Perception +14

Aura protective aura (20 ft.)

DEFENSE **HP** 95

EAC 21; KAC 22

Fort +8; **Ref** +6; **Will** +10; +4 vs. poison

Immunities acid, cold, petrification; **Resistances** electricity 10, fire 10; **SR** 18

OFFENSE

Speed 50 ft., fly 100 ft. (Su, average)

Melee holy sintered longsword +16 (2d8+12 S)

Ranged holy corona laser rifle +14 (2d6+7 F; critical burn 1d6)

Offensive Abilities firewall

Spell-Like Abilities (CL 7th; melee +16)

1/day—*arcing surge* (DC 18), *interplanetary teleport* (self only)

3/day—*inject nanobots* (DC 17), *microbot assault*

STATISTICS

Str +5; **Dex** +4; **Con** +4; **Int** +1; **Wis** +2; **Cha** +2

Skills Computers +19, Culture +19, Engineering +19, Mysticism +14, Sense Motive +14

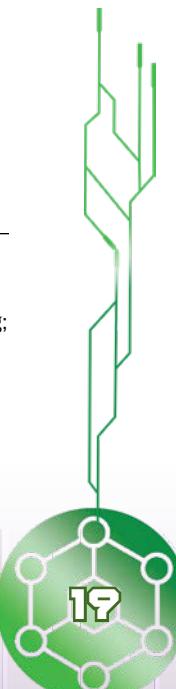
Languages Celestial, Draconic, Infernal; truespeech

Other Abilities upgrade

Gear holy corona laser rifle with 2 high-capacity batteries (40 charges each), holy sintered longsword

SPECIAL ABILITIES

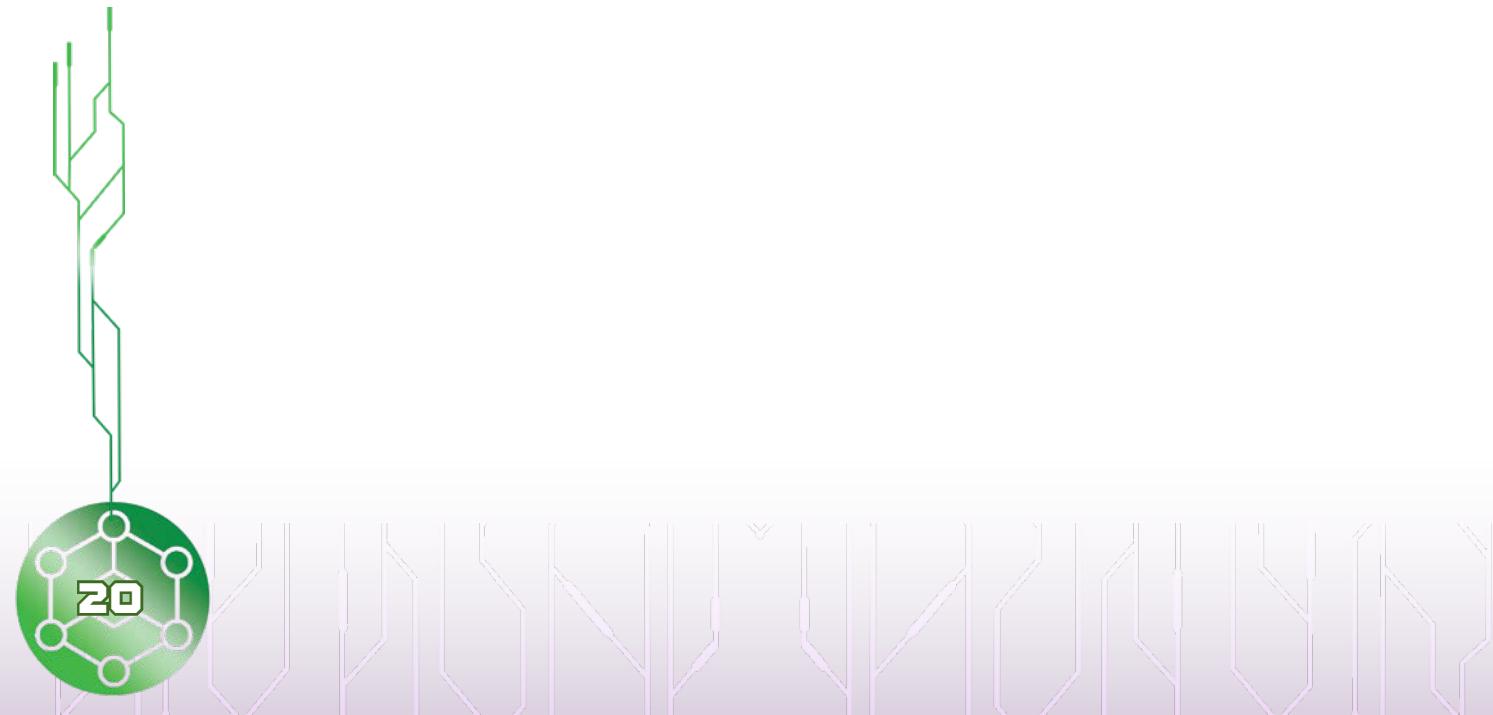
Firewall (Su) A barachius can summon a wall of digitally empowered divine fury within 30 feet as a standard action. This wall takes the shape of a line 10 feet high and 20 feet long; though it doesn't need to emanate from the angel, the angel must be able to see every square the wall passes through. The wall lasts until the beginning of the angel's next turn. An evil creature caught within or that enters one of the wall's squares takes 2d6 damage (Will DC 17 half). An evil creature with the technological subtype takes twice this amount of damage.



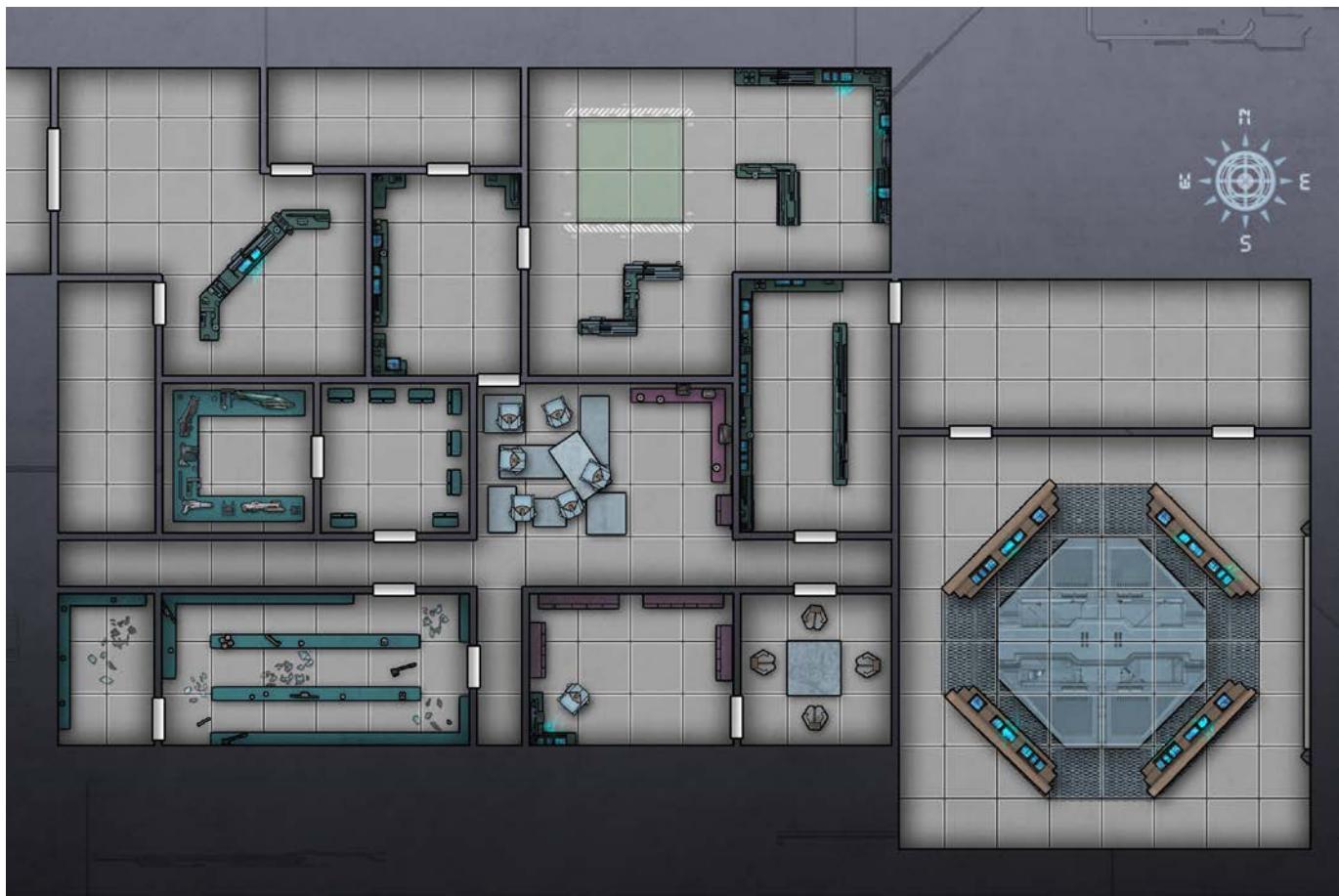
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Protective Aura (Su) Any creature within 20 feet of a barachius (including the angel itself) gains a +2 divine bonus to its AC against attacks made by evil creatures and a +4 divine bonus to saving throws against effects created by evil creatures.

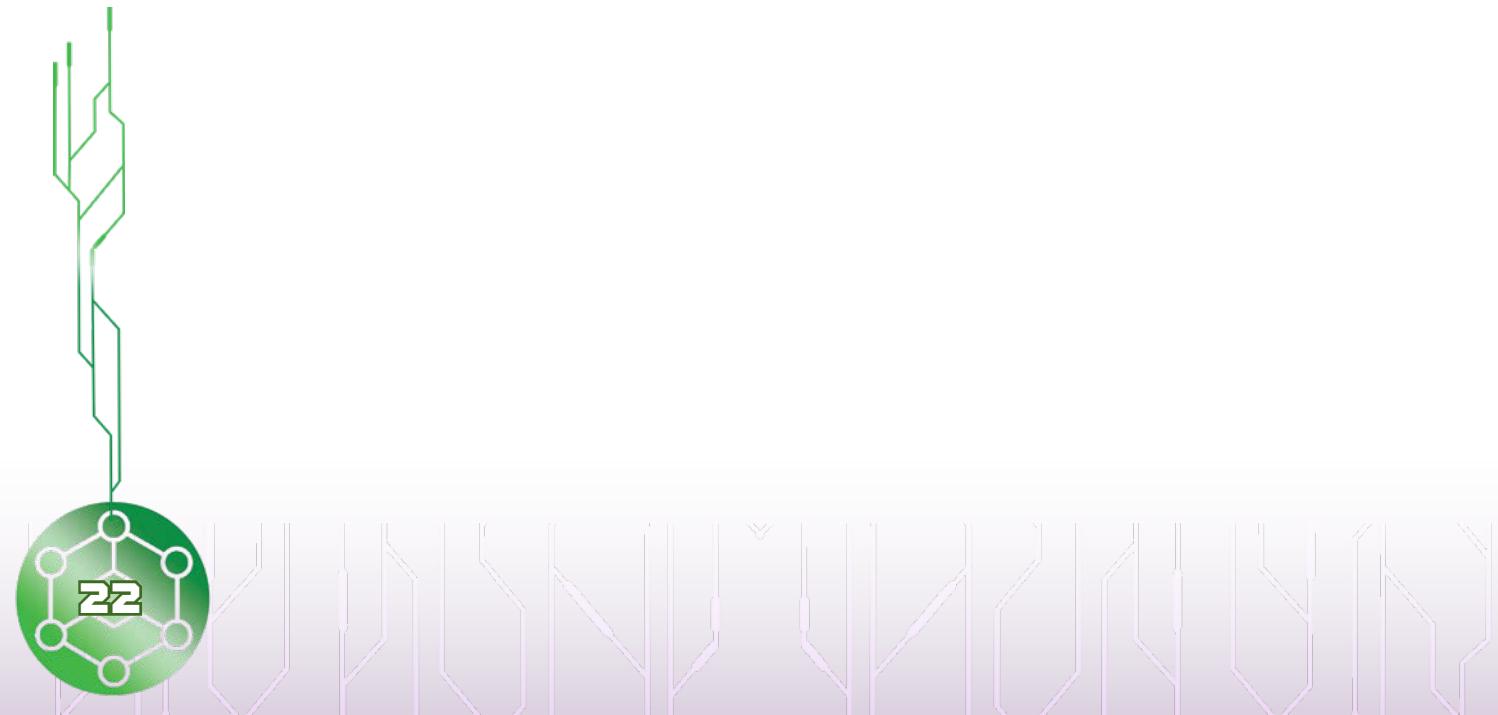
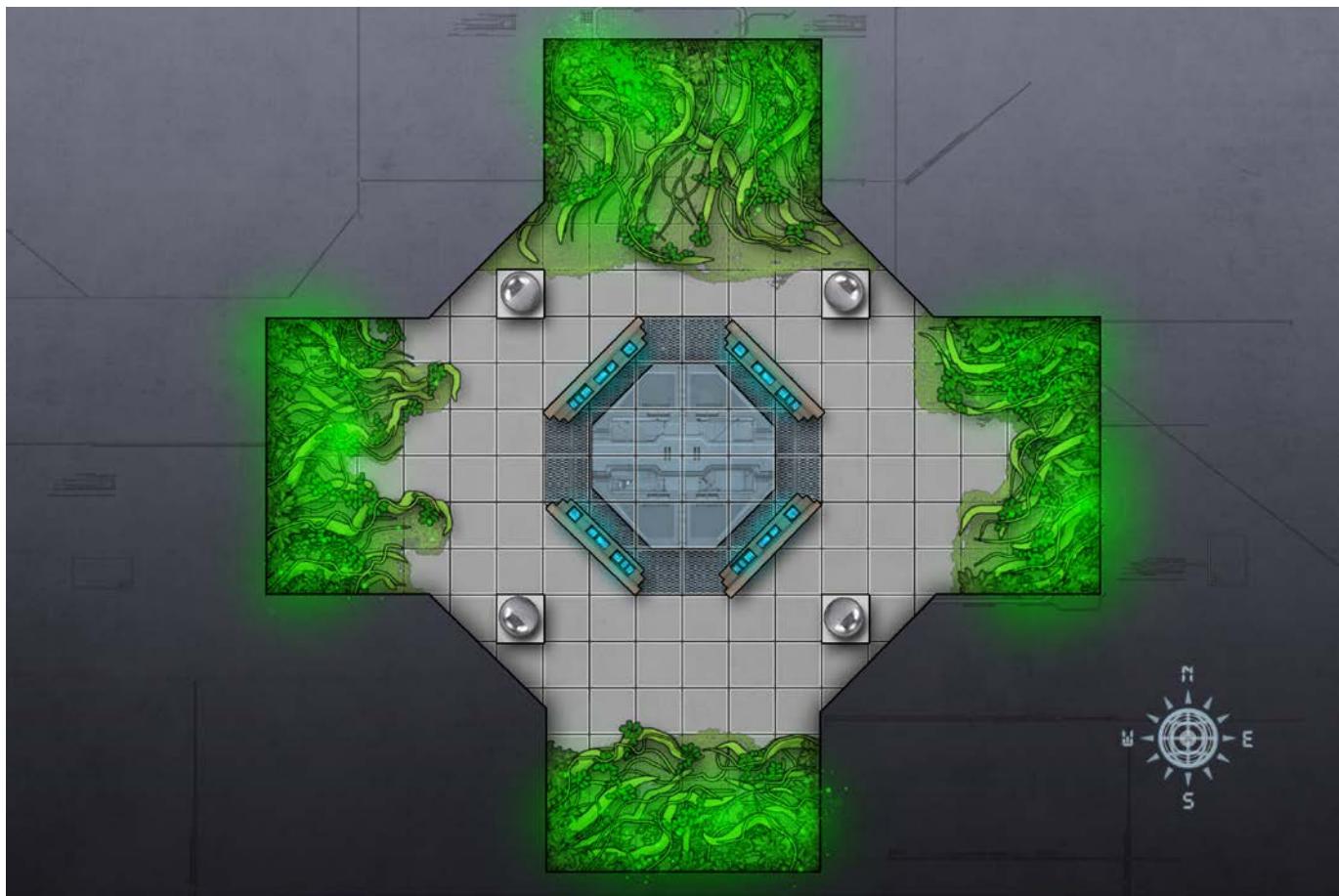
Upgrade (Su) As a standard action, a barachius can touch a willing ally who is wielding a technological weapon or wearing technological armor. That creature receives a +1 divine bonus to attack rolls or to its AC (target's choice). This bonus last for 3 rounds and cannot be dispelled.



THE STUMBLING SOCIETY, PART 1: SANCORO'S LAMENT



STARFINDER SOCIETY SCENARIO



THE STUMBLING SOCIETY, PART 1: SANCORO'S LAMENT



Event Reporting Form

Date _____ Event Code: _____
Location _____

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

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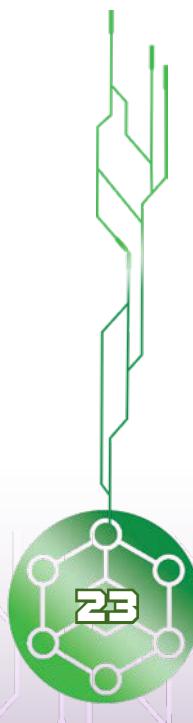
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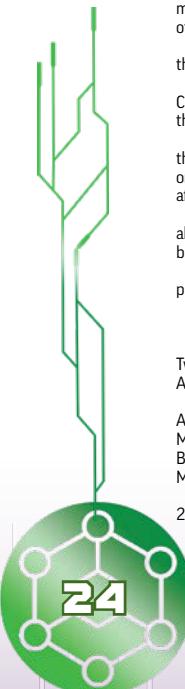
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Starfinder Society Scenario

#2-06: The Stumbling Society, Part 1: Sangoro's Lament

Character Chronicle #

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<input type="checkbox"/> Normal	Max Credits													
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7-8	5,819													
<input type="checkbox"/> Normal	-													
Player Name	Character Name	Organized Play #	Character #											
Items Found During This Scenario														
<p>Bulwark Buster (Exo-Guardians Reputation Tier 2, Personal): One day, the Starfinder Society and the Exo-Guardians will reclaim Sangoro's Bulwark, and when they do, you'll be prepared to take the vanguard. This boon grants you a +2 bonus to all skill checks made within Sangoro's Bulwark and could have other special uses in adventures that return to the Bulwark. You can slot this boon only if you have a Reputation Tier of 2 or higher with the Exo-Guardians faction.</p> <p>Drat That Rat! (Slotless): While you survived the many traps and obstacles laid throughout the former Exo-Guardian arsenal, the cunning ysoki Datch and her associates beat you to the prize. Datch is smart, but you've got the resources of the entire Starfinder Society behind you. That should be enough to turn things around, right? This boon will have a special benefit if you have it when you complete <i>Starfinder Society Scenario #2-07: The Stumbling Society, Part 2: Sangoro's Gifts</i>.</p>														
All Subtiers		Subtier 7-8												
<p>diffraction cloak, mk II (12,500; item level 9; <i>Starfinder Armory</i> 112)</p> <p>holy corona laser rifle (5,690; item level 6)</p> <p>holy sintered longsword (9,980; item level 7)</p> <p>kyokor plating II (4,820; item level 6; <i>Starfinder Alien Archive</i> 73)</p> <p>minor apocalypse crystal (9,500; item level 8; <i>Alien Archive</i> 2 81)</p> <p>moonflower lightgraft (8,500; item level 8; <i>Alien Archive</i> 2 85)</p> <p>restoring rod (6,750; item level 7; <i>Armory</i> 115)</p> <p>sentinel staff (6,320; item level 7)</p> <p>single cybernetic arm (24,750; item level 11)</p>		<p>aphelion artillery laser (14,300; item level 9)</p> <p>kyokor plating III (17,100; item level 10; <i>Alien Archive</i> 73)</p> <p>leeching yellow star plasma doshko (19,300; item level 8; <i>Alien Archive</i> 2 55)</p> <p>lesser photino crystal (17,000; item level 10; <i>Alien Archive</i> 2 117)</p> <p>static shock truncheon (9,150; item level 8)</p> <p>triple focus rifle (6,460; item level 7; <i>Armory</i> 40)</p>												
EXPERIENCE														
Starting XP														
+		GM's Initials												
XP Gained (GM ONLY)														
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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)														
+		GM's Initials												
Day Job (GM ONLY)														
-														
Credits Spent														
=														
Total														
Reputation														
Faction	Reputation	Faction	Reputation											
Faction	Reputation	Infamy												

For GM Only