

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-07, TIER 1-4



## FOUR FOR THE FIRST

BY THURSTON HILLMAN





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## How to Play

*Starfinder Society Scenario #2-07: Four for the First* is a *Starfinder Society* Scenario designed for 1st- through 4th-level characters (Tier 1-4; Subtiers 1-2 and 3-4). This scenario is designed for play in the *Starfinder Society* campaign but can easily be adapted for use with any world. For more information on the *Starfinder Society*, 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](http://StarfinderSociety.club).

## GM Resources

*Four for the First* makes use of the *Starfinder Core Rulebook*, *Starfinder Alien Archive*, *Starfinder Alien Archive 2*, *Starfinder Alien Archive 3*, and *Starfinder Armory*. This adventure assumes the GM has access to these sourcebooks. All rules referenced in this adventure are available in the free online *Starfinder Reference Document* at [sfrd.info](http://sfrd.info), and the statistics 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 (SECOND SEEKERS [LUWAZI ELSEBO])**



**REPEATABLE**



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BY THURSTON HILLMAN



The Starfinder Society is an organization renowned throughout the Pact Worlds for its many efforts in the fields of archaeology and exploration. Since its inception, its agents, known as Starfinders, have worked together to travel the breadth of the Pact Worlds, Near Space, and Vast. Among other objectives, Starfinders search for the ruins of lost civilizations and clues relating to the galactic phenomena known as the Gap. Above these agents are a group of experienced leaders known as venture-captains, who assign important missions and react to immediate threats against the Society. Above the venture-captains are an elected body of leaders known as the Forum. Members of the Forum, which include some venture-captains, are responsible for voting on major Starfinder Society initiatives and handling the day-to-day management of the Society. However, the Forum's most important role is in the election of the Society's nominal leader: the First Seeker.

Luwazi Elsebo is the Starfinder Society's current First Seeker, having personally taken on the mantle in the aftermath of the disastrous Scoured Stars incident, where the prior First Seeker, Jadnura, went missing along with most of the Society's field agents. Luwazi's monumental efforts helped stabilize the Society long enough for them to mount a rescue mission (see *Starfinder Society Scenario #1-99: The Scoured Stars Invasion*), eventually bringing Jadnura and many other Starfinders back home. Luwazi then worked with Jadnura to stabilize the Starfinder Society. Eventually, they lead a massive incursion back to the Scoured Stars (see *Starfinder Society Scenario #2-00: Fate of the Scoured God*) where the Society defeated its foes and First Seeker Jadnura stepped down. Following this event, the Society's resident collective intelligence network, known as Guidance, officially elevated Luwazi to the role of First Seeker. Luwazi, believing her mission of unifying the Society was complete, announced her intention to step down once a new First Seeker was elected.

Since Luwazi's return from the Scoured Stars, the Forum has been assessing various candidates within the Starfinder Society. They have put together a list of agents with goals that match what they believe the Starfinder Society needs to move forward into a less tumultuous time. Though Luwazi has been busy handling a recent multimedia smear campaign against the Society, she's recently turned her attention back toward the transition of authority, and she wants to test the candidates. To this end, she has

## A LIVING CAMPAIGN

Each of the four First Seeker candidates presented in this scenario began as an actual PC in the Starfinder Society organized play campaign. Each of these characters reached the maximum Reputation Tier with the Second Seekers faction and submitted their characters to the organized play team for further vetting. For more information about the First Seeker election that selects which of these four candidates will take on the coveted mantle, see the scenario's product page on [paizo.com/store/starfinder/society/season2](http://paizo.com/store/starfinder/society/season2).

called together a group of up-and-coming Starfinders to assist by meeting the candidates, helping them with some tasks related to their areas of expertise, and then deciding which of the candidates would be most suited to the role of First Seeker.

## SUMMARY

The adventure begins at the Lorespire Complex on Absalom Station, where First Seeker Luwazi Elsebo discusses the upcoming election for a new First Seeker. Luwazi wants the PCs to assess the suitability of each of the frontrunners for the role. To that end, Luwazi dispatches the PCs to meet with the four candidates and perform whatever tasks the candidates need done. The PCs can choose to do these missions in any order they prefer.

Avor Stelek is a hylki (a red-skinned human from Akiton) who has focused much of his efforts on training new agents and helping the Society continue the growth it enjoyed under Luwazi Elsebo. One aspect of Luwazi's leadership that Avor hasn't appreciated is her reliance on various external organizations. Avor needs the PCs to help a junior Starfinder caught up in the clutches of one such alliance. The Starfinder has become trapped in a particularly demanding contract with the undead media mogul Zol, and Avor wants the PCs to help extricate this agent from the awkward situation.



## WHERE IN THE UNIVERSE?

*Four for the First* takes begins on Absalom Station and quickly takes the PCs to different locations across the galaxy. Additional details about Absalom Station can be found in the *Starfinder Core Rulebook* and *Starfinder Pact Worlds*. Both products are available in bookstores and game stores and online at [paizo.com](http://paizo.com).

Tara Nova is a human who wants to take Luwazi's alliances even further, especially when it comes to media. Tara believes that the Society's enemies in the Scoured Stars still haven't paid enough for what they've done to the Society. Tara sends the PCs to a small jinsul outpost in the Vast, where she wants the PCs to eliminate the jinsul threat, all while taking video recordings to use in future media releases. Tara's intent is to use the footage to further convince the Society's enemies that their organization is not to be trifled with.

Ehu Hadif Ko'ra Amares of Clan Tolar is a kasatha who wants to ensure the Society gets back to its roots in exploring the past. He's been truly intrigued by the Society's mission to the library world of Athaeum to learn more about the Scoured Stars, in which agents discovered that the Society had been to the world before, despite its absence from the Society's archives (see *Starfinder Society Scenario #1-11: In Pursuit of the Scoured Past*). Ehu sends the PCs back to Athaeum to investigate a library that he believes the Society may have accessed during their previous expedition.

The morlamaw (*Starfinder Alien Archive* 372) known as Calder Soren is a relatively recent addition to the Starfinder Society's ranks. Drawn to the Society after Starfinders first came to the morlamaw home world of Arniselle (events detailed in *Starfinder Society Scenario #1-08: Sanctuary of Drowned Delight*), Calder has read extensively about the Society's great resources prior to the Scoured Stars. Calder Soren dispatches the PCs to reclaim a lost Starfinder lodge in Near Space. A recently returned survey team indicated that the lodge seemed to be active with flickering lights and strange shadows, which piqued Calder's interest.

Once the PCs complete each of the four missions, they return to the Lorespire Complex, where they meet with Luwazi Elsebo. Rather than assess the new candidate for herself, Luwazi leaves the choice in the hands of each of the PCs, inquiring as to which of these candidates would be the best to lead the Society into a new era.

## GETTING STARTED

The adventure begins with the PCs walking through the halls of the Lorespire Complex, having just finished a routine patrol shift of the physical Lorespire. As the PCs walk down the halls, First Seeker

**Luwazi Elsebo** (NG female human envoy) approaches them from a connecting corridor. The First Seeker congratulates the PCs on their recent accomplishments, commending new agents for their recent elevation to the Society's ranks and citing prior missions for more experienced agents. A PC who succeeds at a DC 20 Sense Motive check notes that Luwazi was clearly waiting for the PCs to finish their shift.

After a few minutes of small talk, Luwazi asks the PCs to join her in one of the Lorespire's recreation suites for a match of harcoló. Any PCs from Castrovel recognize the sport as an aggressive sport where teams of one to three compete against one another by using specialized hand pads to hurl a crystalline sphere into the opposing team's portion of the play board. The crystal is typically psychically resonant, allowing players to funnel their latent emotions into the shots they make with their handpads. Non-Castrovelian PCs who succeed at a DC 12 Culture check can also identify the particulars of harcoló.

Luwazi is somewhat skilled at the sport and wants to pit herself against the PCs. As the briefing progresses, she faces off against any PCs who want to play her in groups of three.

**Playing Harcoló:** Once the PCs decide on teams, Luwazi brings them into a large circular room with glass half-spherical window that overlooks the grounds of the Lorespire Complex campus. She takes up position on the opposite side of a rectangular table with a single line of jagged violet crystals dividing the table into two distinct play areas. If the players would like to roll out the results, use the following rules; if not, assume that the PCs win some rounds but that Luwazi wins more often. Each participating PC rolls a DC 18 check (DC 20 in Subtier 3-4), using their choice of Acrobatics or Athletics. PCs with any amount of psychic aptitude (including limited telepathy) can choose to roll Bluff or Intimidate instead. If at least two of the PCs succeed at the check, the PCs win the round; otherwise, Luwazi does.

**Briefing:** The harcoló match is intended to be a unique backdrop to a traditional mission briefing. As Luwazi gets ready with a few prematch stretches, she provides a brief introduction to why she's brought the PCs together.

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"I want to thank all of you for humoring me with this little game. I don't get a chance to get as much recreation in as I probably should, what with the Society's ongoing search for a new First Seeker. Also, I can't keep just beating up on poor Radaszam." Luwazi says with a vibrant smile as she finishes her stretches and takes to the table.

"Speaking of our new First Seeker. The Forum has put together a list of initial candidates. Since you represent our new generation of agents, I was wondering if I could pass some of them by you. I'm sure that each of you has the potential to one day take my position, but until that day comes, we've got some immediate candidates to discuss!"

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From this point, Luwazi goes through each of the candidates as detailed in the boxed text below. Rather than read these

entries in order, feel free to randomize which candidate Luwazi presents—this is especially important for replay purposes, as each table should have the potential to hear about the candidates in different orders to showcase that there's no prewritten bias on the candidates.

Luwazi makes her discussions as natural as possible, and you should try to emulate this with your table's play style. If your players can handle the discussion while they roll their various checks, then incorporate it that way. If the table would be better served by relaying the information whenever a wins a round, then present the information in that manner. While this event is a competition of sorts, there's not set number of rounds, so this can go on as long as necessary to get the appropriate overviews from Luwazi.

## CALDER SOREN

"I never thought that we'd see a morlamaw rise to the heights that Calder Soren has so quickly. It was only two years ago that we authorized our mission to the morlamaw home world, and now morlamaws have joined the Society in droves. Calder Soren wants to reestablish our presence in Near Space and in the Vast. He's been pushing an initiative to construct a whole new series of lodges out beyond the Pact Worlds! Expansion could help us greatly, as long as his vision doesn't neglect the work that needs to be done in the lodges that we already have."

## AVOR STELEK

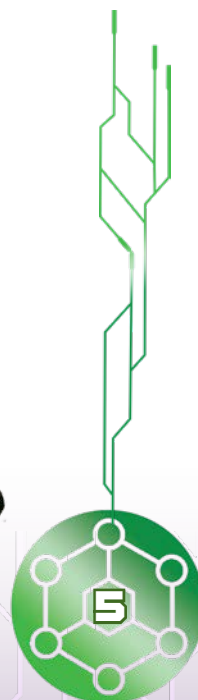
"Avor Stelek's an interesting man, known for being a doctor as much as he is a master of blades and dance. I've seen him working with agents like yourselves who have only just begun their careers in our Society. I appreciate his enthusiasm for recruitment and training. However, I'm worried that he isn't willing to work with other organizations. Avor believes that factions like the Dataphiles and Wayfinders need to take even more of a backseat to the greater needs of the Society. That sort of refocusing on our core mission may be just what we need in the coming days, though."

## TARA NOVA

"If ever we needed someone to help our reputation, now is the time. Tara Nova seems to fit that role quite well, and she's a strong proponent of the Society becoming more of a force in the media circuit. I know she still harbors a lot of resentment for what happened in the Scoured Stars, and she's made it very clear that if any organization tries to attack us, she'd be willing to use overwhelming force to take them down. But will such aggressive tactics make us more enemies in the long run? That much is quite unclear."

## EHU HADIF KO'RA AMARES OF CLAN TOLAR

"Ehu Hadif Ko'ra Amares of Clan Tolar exemplifies diligence. He's a kasatha who's done a lot of work on bringing old Society lore back to the forefront. He was personally responsible for arranging an upcoming mission based on the findings of a recovered Starfinder starship called the *Unbounded Wayfarer*. Ehu's recent interest lie in the library world of Athaeum and uncovering a mystery Starfinders found on an earlier mission. Focusing our efforts on a single world could be a welcome change of pace that allows us to dive deep into its history—that is, as long as the world interests enough of our agents."



# STARFINDER SOCIETY SCENARIO

**Development:** Once Luwazi has enough time to finish presenting each of the four candidates, she calls the match. Whether or not the PCs won, she thanks them once again for giving her opponents (and possible teammates) for the match. Luwazi then goes on to explain how she wants the PCs to visit each of the candidates she's mentioned and offer to assist the candidates however they can. Once the PCs have a sense of each of the candidates, Luwazi requests that they return to the Lorespire Complex for an informal debriefing on the potential new First Seekers.

If the PCs press her for more thoughts on the candidates, Luwazi refrains from providing any additional information. She wants the PCs to meet these people for themselves and make the decision on whether the Society would benefit from that candidate's vision.

**Boon Allocations:** Have the PCs finalize their boon slots for the session after completing their briefing with Luwazi. There are no linked boons to this adventure, so the PCs are free to slot whatever boons they'd like. There's no starship combat in this scenario, so they don't need to slot starship boons.

## FREE CHOICE

The PCs can investigate and meet with each of the candidates in whatever order they prefer. This adventure is divided into four missions, each of which includes a brief encounter with an individual candidate as well as checks the PCs can attempt to learn more about the candidate prior to meeting them.

The PCs have no difficulty in finding the candidates. Once the PCs select a candidate to meet, proceed to the associated section.

## CANDIDATE: CALDER SOREN

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

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

**10+:** Calder Soren is a morlamaw from the planet of Arniselle. Morlamaws are large, walrus-like people with vivid skin coloration who joined the Starfinder Society in droves after the Society sent a mission to their home world to reclaim an abandoned lodge.

**15+:** Calder Soren has been outspoken about his desire to restore the Society back to its glory days, promising to reopen old lodges and build new ones throughout Near Space and the Vast. He sees the reclaiming of the Arniselle lodge as the first in many steps for the Society to stretch out beyond the Pact Worlds.

**20+:** So far, Calder Soren has had a tough time getting agents willing to go out into Near Space to an abandoned lodge he'd like to see reclaimed. With the Forum split between ongoing events, it's been difficult to prioritize a mission to reclaim previously abandoned outposts.

## BRIEFING

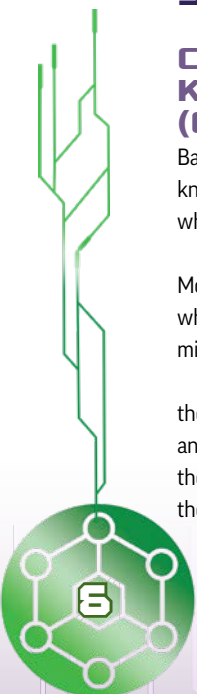
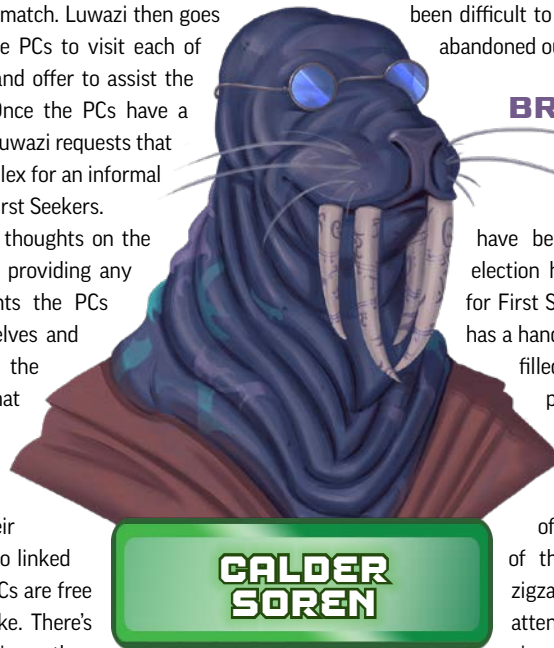
The PCs find Calder Soren in the Lorespire Complex, inside a trio of adjoining meeting rooms that have been temporarily converted into Calder's election headquarters. Calder Soren takes his bid for First Seeker very seriously, and though he only has a handful of staff assisting him, his quarters are filled with mock-ups of signs and numerous potential campaign slogans.

When the PCs first enter, they notice a set of guideposts intended to accommodate a line of hundreds of people. The line is empty, but if any of the PCs attempt to bypass the tedious zigzag walk, they immediately earn Calder's attention, as the morlamaw flies in onboard a circular hoverplatform. Calder scolds the PCs for not taking his line seriously, and demands they go back and walk through the empty procession before he acknowledges them. Morlamaw PCs and other PCs who succeed at a DC 15 Culture check know that morlamaws have a strong lawful bent and that the practice standing in orderly lines, for everything from meals to prayers to entering buildings, is important enough to the morlamaws of Arniselle to be a cultural touchstone.

Once the PCs pass through the line, Calder greets them excitedly. He wants to know their purpose in coming, but quickly turns the conversation into a pitch for how the PCs can help him.

"Well, you see, I've heard about this abandoned Starfinder lodge on Kalcijet 5, a habitable world in Near Space. Some prospectors from Ulrikka Clanholdings got in touch with me and said that the lodge's lights were on, which is strange, since we haven't sent a team there in decades. If you can go clear out any squatters, I think it would go a long way in showing people how getting us back out into Near Space, and eventually the Vast, is important to keep us relevant. I'll even arrange the transport, as long as you listen to my latest guitar solo!"

Calder Soren remains true to his word, producing an electronic guitar from under the press stage he's set up in the back of his election office. He performs a brutal bass melody before asking the PCs if they have any further questions. Calder Soren does his best to answer, but he knows very little about the lodge, save that it was abandoned when the Society decided to scale back some of its more distant holdings (around the same time the Society abandoned their lodge on Arniselle).





**Development:** Calder Soren arranges the PCs to travel onboard the Society freighter *Peregrination into Night*, from which the PCs can dispatch a small shuttle down to Kalcijet 5's surface. The ship travels through the Drift both ways, but the travel is entirely uneventful, though the PC may enjoy the cooking of the ship's exuberant captain, Captain **Zhast** (CG female shirren).

## A. HAUNTED LODGE (CR 4 OR CR 6)

The Kalcijet 5 lodge stands atop a steep hill that overlooks a forest of rosy-leaved trees. Flickering lights within suggest that the building is not abandoned. The complex contains a primary entrance that leads into an internal set of substructures, each reinforced with steel walls. The ceilings in this space are 20 feet high. The PCs arrive at the position indicated on the map.

Most of the rooms within the lodge complex are sleeping quarters. Exceptions include the following marked areas.

**A1 (Medical Supplies):** This room contains several empty medicinal vials and pilfered medkits.

**A2 (Equipment Stores):** This room was once well stocked with provisions of all sorts, but the gremlins inhabiting the lodge have broken what remains beyond repair. Only piles of twisted metal, shredded fabric, and broken glass remain.

**A3 (Announcement Board):** A digital sign punctuates this open space in the lodge's center. It displays bright neon messages in Common indicating "No Active Starfinder Assignments."

**A4 (Mess Hall):** This room was once a communal mess hall for Starfinders, but it is currently empty.

**Creatures:** The lodge is now home to an infestation of malicious fey known as hobkins. These gremlins have delighted in tormenting the occasional prospector and explorer visiting Kalcijet 5. They arrived on a prior prospecting vessel and found the abandoned lodge to be the perfect location to practice their malicious form of trickery.

When the PCs arrive, the hobkins are scattered throughout the lodge. They remain hidden with Stealth checks and do their best to distract PCs who catch sight of them with their spell-like abilities. The hobkins make ample use of *ghost sound* to lure the PCs into different areas, using ruses like pretending to be trapped prospectors crying out for help. They then use *holographic image* to create corpses in the rooms, taking additional macabre amusement in having the illusory corpses take on the appearance of other PCs. In Subtier 3–4, the malefactor gremlin adds its own spell-like abilities to the mix, though it prefers to reserve its most powerful abilities for combat.

Once the hobkins tire of tormenting the PCs, or if the PCs discover the hobkins, then the gremlins come together to try to overwhelm the PCs.

## SUBTIER 1-2 (CR 4)

### HOBKINS GREMLINS (6) CR 1/2

HP 11 each (*Starfinder Alien Archive* 3 44, page 22)

#### TACTICS

## SCALING ENCOUNTER A

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

**Subtier 1-2:** Remove two hobkins. If three hobkins fall, the last one attempts to flee.

**Subtier 3-4:** Remove two hobkins. If three hobkins fall or flee, the last one attempts to flee. Additionally, the malefactor cannot cast *hurl forcedisk*.

**Before Combat** The hobkins use Stealth to maneuver around the area and torment the PCs with their spell-like abilities.

**During Combat** The hobkins swarm individual targets, with at least three of them ganging up on one of the PCs in melee. Other gremlins cast *psychokinetic hand* to close doors and try to hamper additional PCs from joining the fight. The hobkins employ their collateral damage ability in hopes of getting PCs to harm one another.

**Morale** A hobkins flees if reduced to 3 or fewer Hit Points. Once four or more hobkins fall or flee, the remaining gremlins attempt to flee.

## SUBTIER 3-4 (CR 6)

### HOBKINS GREMLINS (6) CR 1/2

HP 11 each (*Starfinder Alien Archive* 3 44, page 22)

#### TACTICS

As Subtier 1-2.

### HOBKINS GREMLIN MALEFACTOR CR 4

HP 43 (*Starfinder Alien Archive* 3 44, page 22)

#### TACTICS

**Before Combat** The malefactor prepares for combat by casting *reflective armor*. It uses its perfect coordination ability to increase the DC on the hobkins' spells until combat begins.

**During Combat** The malefactor begins combat by casting *fear* against the PCs. It then uses its perfect coordination ability to increase the attack bonus on its hobkins by 2 if not directly threatened. Once the PCs slay two or more hobkins, the malefactor switches to casting *hurl forcedisk* against clustered PCs, before resorting to using *mind thrust* when it runs low on spells.

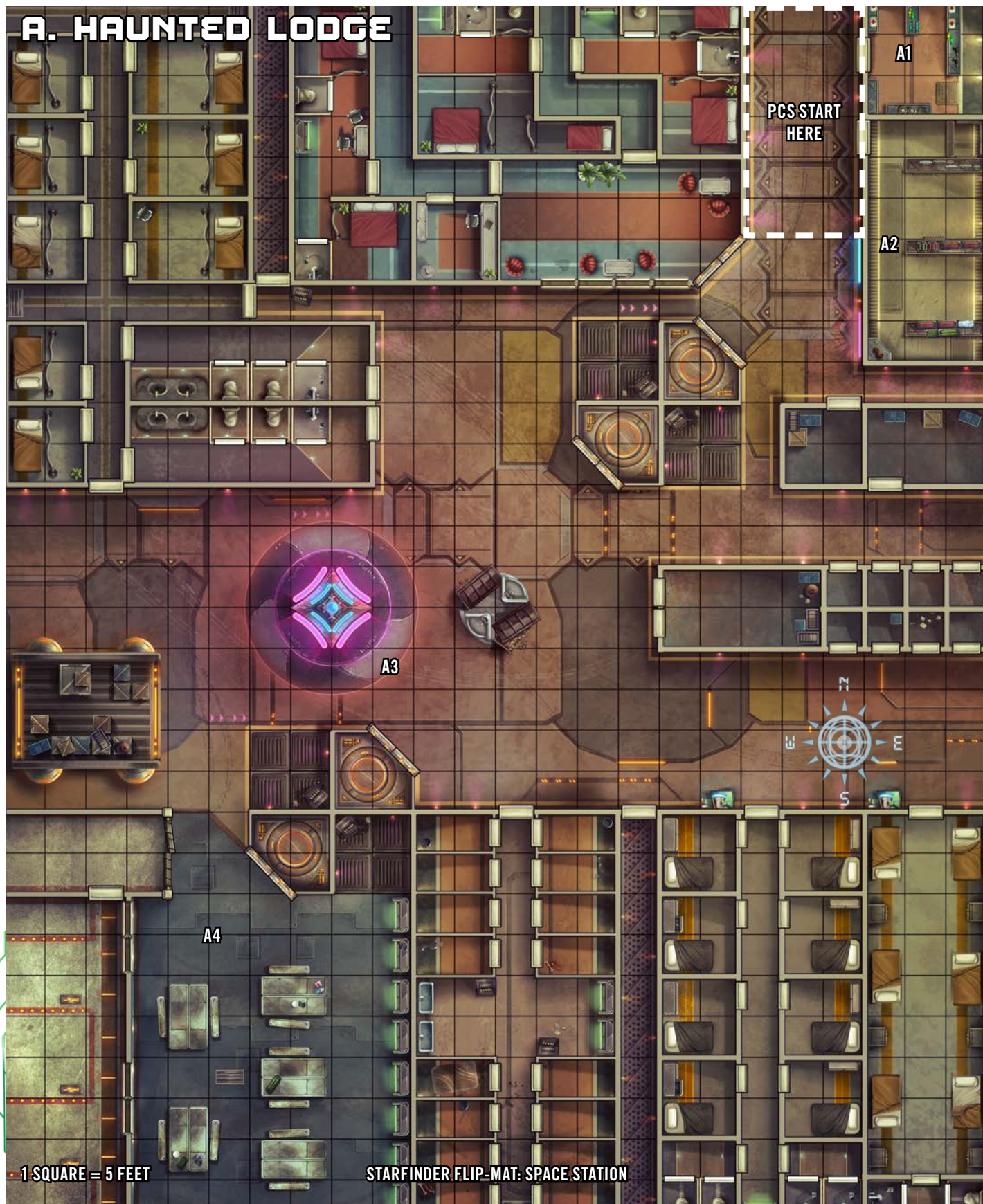
**Morale** The malefactor refuses to retreat from its new home and fights until defeated.

**Treasure:** If the PCs spend time checking through the lodge for at least an hour, they can attempt a DC 15 Perception check (DC



# STARFINDER SOCIETY SCENARIO

## A. HAUNTED LODGE





17 in Subtier 3–4). Any PC who succeeds at this check discovers three *mk 2 serums of healing*. In Subtier 3–4, a successful check also reveals a *staff of mystic healing* strapped under a shelf in the medical storage room.

**Development:** Once the PCs defeat the gremlins, they have successfully reclaimed the lodge. They can spend time taking 20 on skill checks to find any treasure they missed during their initial investigation, finding all the treasure listed for this encounter.

When they've finished clearing the area, the PCs can return to the landed shuttle and head back to the Lorespire Complex to meet with Calder Soren. The morlamaw eagerly awaits the PCs' return, and after having them stand in line once more, Calder affirms his intention to send a more permanent team to Kalcijet 5 to permanently reoccupy the lodge and use it for further exploration missions in the region.

**Rewards:** If the PCs fail to remove the gremlin threat from the lodge, reduce each PC's credits earned by the following amount.

*Subtier 1–2:* Reduce each PC's credits earned by 180 credits.

*Out of Subtier:* Reduce each PC's credits earned by 272 credits.

*Subtier 3–4:* Reduce each PC's credits earned by 365 credits.

## CANDIDATE: AVOR STELEK

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

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

**10+:** Avor Stelek is a hylki, one of the red-skinned Akitonian humans, who has gained much notoriety through his daring actions during missions for the Society. He's known to have gained numerous victories against the jinsuls during the events of the Scoured Stars incident.

**15+:** Avor came to prominence not only because of his combat skills, but because of his knowledge in the medical field. As a renowned doctor, Avor has instructed several agents at the Lorespire Complex in emergency medical treatments. He focuses his efforts on training new agents, seeking to keep the Society's latest generation protected from the various threats they may encounter.

**20+:** Some senior Starfinders view Avor as a bit of an eccentric agent. Many question whether Avor is as capable of a "Swordsman. Scientist. Healer. Dancer." as he often proclaims. Avor disregards such criticisms and instead focuses his numerous talents on educating agents and working to help novice Starfinders get out of dangerous situations.

### BRIEFING

The PCs can find Avor Stelek on the Ring district of Absalom Station, far from the Lorespire Complex and somewhat close to the Little Akiton. Avor waits at a small bistro called *All That and the Sun* that uses various holographic projectors to turn the surrounding

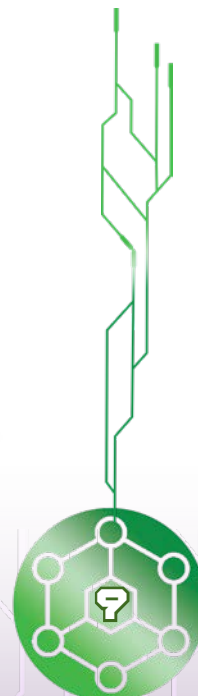
terrain into a re-creation of Akiton's vast deserts. As the PCs find Avor, he's in the middle of reading a datapad, and when he sees fellow Starfinders approaching he looks up and asks if any of the PCs have experience with legal documents. Avor knows who the PCs are, even if they don't know him.

A PC with ranks in Profession (actor, corporate professional, general contractor, lawyer, or video personality) can identify the legalese document as a contract for a video personality. A PC who succeeds at a DC 15 check in the associated skill (DC 17 in Subtier 3–4) recognizes that the contract is a terribly one-sided affair that grants the Zo! Media corporation rights to monitor the life of a Starfinder agent and recast choice events in perpetuity.

Whether or not the PCs decipher the document, read or paraphrase the following.



**HOBKINS  
GREMLIN**



The red-skinned Akitonian man smiles as he takes back the datapad. "It seems one of our fellow agents has got themselves in over their head. The android Pave-5 gained some notoriety for being one of the first Starfinders to enter the moon of *Salvation's End*, which led them to meeting some media contacts working for the infamous undead mogul Zo! Pave-5 agreed to a long-term contract with those agents, and now they're stuck having every moment of their existence filmed by undead camera crews. A Starfinder can't work in those conditions, so the Society's leadership has effectively considered Pave-5 to be out of commission until this situation gets resolved.

Avor Stelek stands up gracefully, placing his ceramic cup on the table. "I for one can't stand to see a fellow agent so abused. I'm going to ask your help in trying to get Pave-5 out of this mess."

The PC may expect Avor to provide details on Pave-5's location, but instead, the man quickly pays his tab at the shop and states that he'll be joining the PCs. Avor expresses that no leader deserves their position if they "remain behind desks all day."

A PC who succeeds at a DC 20 Perception check can detect the presence of a small tentacular alien creature moving around the base of Avor's chair—if questioned on this, Avor says it was a "friend he liberated from a jinsul outpost."

**Development:** Avor leads the PCs to a section of the station between the Freemarkets and Little Akiton, where Pave-5 is waiting. On the roughly half-hour trip, PCs who studied the contract and succeeded on a check to identify it, can realize that the one-sided document is particularly damning for Pave-5. There aren't many solid loopholes to be used in rescuing Pave-5, but they may be able to negotiate an exit-contract with a Zo! Media representative.

## B. UNCEASING STUDIO (CR 4 OR CR 6)

Pave-5 sits in a transitory section of Absalom Station that contains several small shops and a series of installed green areas. These green areas contain short benches and small ponds for passersby to sit and enjoy some tranquility. Since all Pave-5 can do now is wait, they sit in this area to collect their thoughts. Two ghouls, three mindless zombies, and a single ghost producer stand to the west with camera equipment at the ready.

The ceiling in this section of the station rises 40 feet and the entire area is illuminated by station lighting.

**Sad Android: Pave-5** (LN agender android) sits on a bench in the central pond area staring at the still water. When the PCs arrive, Pave-5 has a starting attitude of indifferent, which can be adjusted by a PC who succeeds at a DC 15 Diplomacy check (DC 18 in Subtier 3–4). If the PCs make Pave-5 friendly,

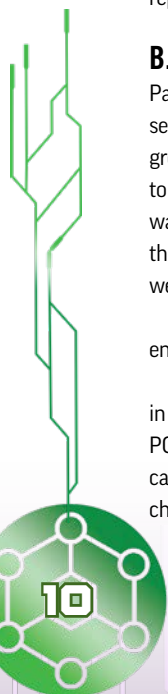
then the android goes on to explain their predicament and how they despise that their entire life is now on camera. If the PCs make Pave-5 helpful, then the android attempts to pass the PCs a secret message about Wazasha's growing boredom with her assignment (see below). A PC who succeeds at a DC 14 Sense Motive check can discern the hidden message in Pave-5's words and realize the android doesn't want to directly state that they think Wazasha wants to leave—doing so on live air could jeopardize any negotiations.

**Media Representative:** Zo! Media has assigned one of its most prominent producers to monitor Pave-5: the professional **Wazasha Kevir** (LE female ghost). Since joining an expedition into the false moon of *Salvation's End*, Wazasha has sat on the sidelines, forced to wait for the next Society joint venture with Zo!'s media empire. She's come to resent her time watching over the despondent Pave-5 and believes that her talents could be put to much better use. However, before she can leave this assignment, Wazasha knows she needs some seriously exciting content to bring back.

Wazasha and her film crew have followed Pave-5 to this area for the past two weeks, and she's come to believe the android is intentionally performing "boring meditative routines" to shake her crew. To counteract this, Wazasha purchased some dangerous creatures she intended on releasing in the area against Pave-5 (see Creatures below). Wazasha has believes that if she were to release her creatures, it would be too dangerous and she'd risk killing the android and effectively ending the media watch without any useful gains.

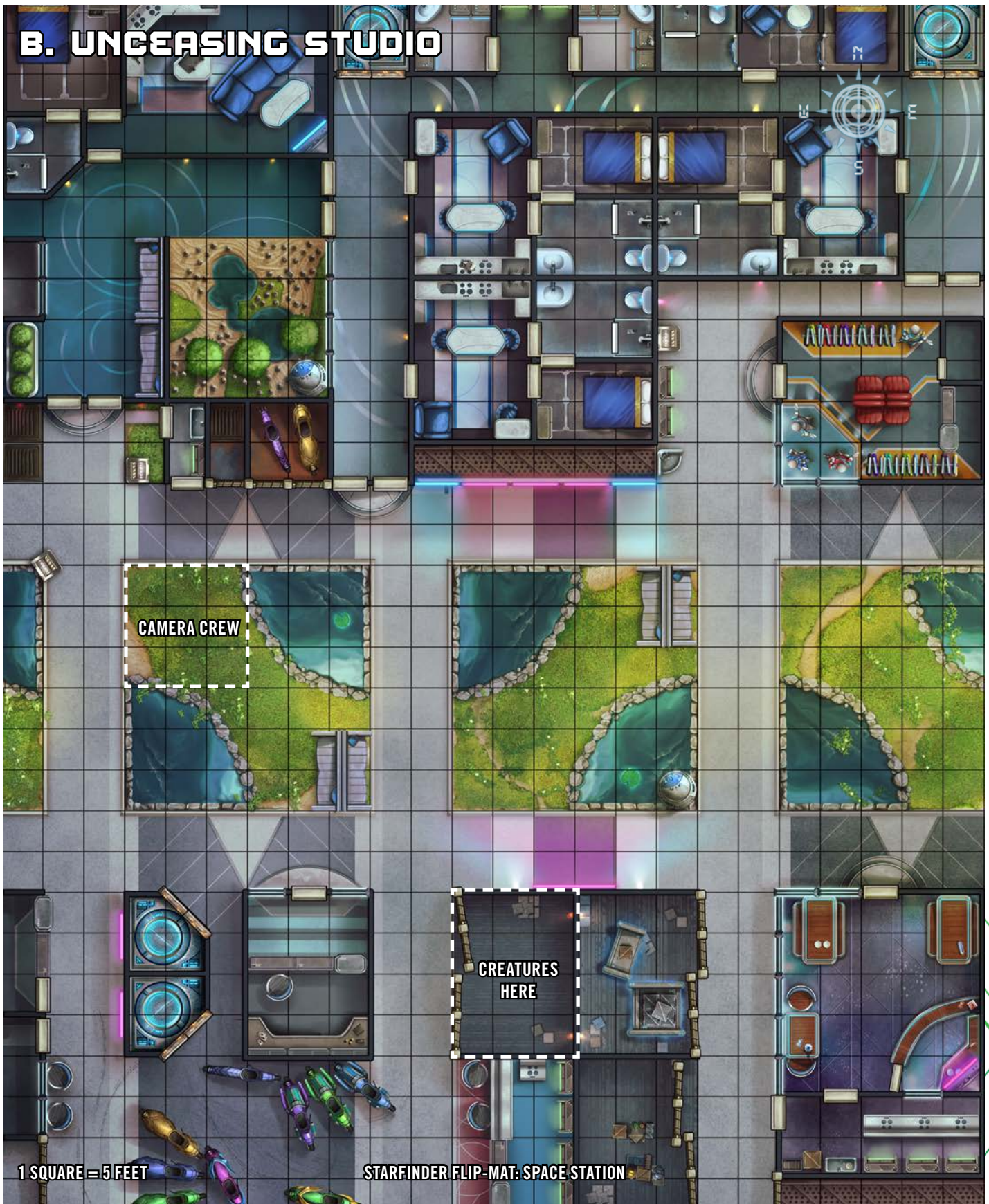
The PCs can speak with Wazasha about the entire situation. The ghost associate producer has a dry wit and largely professional demeanor. Ghosts are a more powerful variant of ghouls, something that Wazasha rarely touts, but does mention if any PCs are curious about her. Occasionally, Wazasha's 2-foot-long tongue hungrily slips out of her mouth or interferes with her speech, and she irritably recoils it back into her mouth to avoid embarrassment.

Wazasha remains firm in her belief that Pave-5 signed a contract, but the PCs can convince her to speak more openly if they succeed at a DC 15 Bluff or Diplomacy check. Alternatively, a PC can attempt an Intimidate check, though the DC for this check is only 10, as Wazasha enjoys any bravado the PCs attempt to use against her. If open to speaking, Wazasha relays that she wants this situation to end, but that she needs viable footage to keep Zo! happy. She goes on to tell the PCs about the creatures she purchased, and that if the PCs agree to "step in and save Pave-5" then she'll use the footage from the fight to appease Zo! and nullify the contract. Avor agrees to the plan if the PCs do, but he offers to get Pave-5 to safety once the fighting starts.





## B. UNCEASING STUDIO





If the PCs fail a skill check to convince Wazasha to speak more openly, the ghast is annoyed at their attempted interference. She unleashes the creatures and then tells the PCs that if they care about Pave-5 so much, they should prove it by putting their own lives on the line. Avor rushes into escort Pave-5 behind the PCs. The fight then begins as if the PCs had succeeded at the check, albeit with less time for the PCs to prepare and position themselves for battle.

Alternatively, if the PCs succeed at a DC 24 Profession (actor, corporate professional, general contractor, lawyer, or video personality) check, they can find a unique clause that allows Pave-5 to escape their contract, citing that Zo! Media agreed to provide the android with a unique Vercite appetizer, fried alabaster eels, upon request. Pave-5 enjoyed the eels immensely in their first few months of media stardom but has since come to hate the dish. As a



**WAZASHA  
KEVIR**

result, the undead crew have neglected to have the dish available, creating a small loophole for the PCs to exploit to free Pave-5.

The PCs may be tempted to simply grab Pave-5 and flee—however, doing so does not solve the overall problem. Zo! Media continues to follow Pave wherever they go.

**Creatures:** Wazasha keeps the creatures in a locked storage unit that she purchased nearby, as marked on the map. She unlocks the unit remotely, opening the door and unleashing the creatures.

## SUBTIER 1–2 (CR 4)

### ELECTROVORES (2)

CR 2

HP 23 each, RP 3 each (*Starfinder Alien Archive* 44, page 22)

#### TACTICS

**During Combat** The electrovores emerge and move within the PCs, trying to use their electrical discharge. Otherwise, the electrovores fight using their tail attacks against the nearest foes.

**Morale** The electrovores fight until they're slain.

## SUBTIER 3–4 (CR 6)

### JUVENILE NYSSHOLORAS (2)

CR 4

HP 50 each (*Starfinder Alien Archive* 2 86, see page 23)

#### TACTICS

**During Combat** The nyssholoras emerge in a stomping tirade, unleashing their sonic breath weapons against grouped PCs. They continue using their breath weapons when able, but otherwise pursue PCs by using their bite attacks. They punish melee foes by making multiattacks.

**Morale** The nyssholoras are far from home and fight until slain.

**Treasure:** If the PCs manage to save Pave-5 from their continued servitude, the android offers some of their possessions in return for the assistance. The offering consists of an *efficient bandolier* in Subtier 1–2 or a *mk 1 null-space chamber* in Subtier 3–4.

**Development:** Whether the PCs defeat the released creatures or find a loophole in Pave-5's contract, the ultimate result should be that they manage to save the android from ongoing corporate media pressure. If the PCs fought Wazasha's creatures, her reaction depends upon how their conversation went prior to the battle. Wazasha either thanks the PCs for being good sports and battling the creatures to get her the footage she needed, or begrudgingly admits that they proved their dedication and tells them they can take Pave-5 back now. In the event that the PCs broke Pave-5 out of the contract directly, Wazasha sarcastically praises them for calling out such a miniscule contract loophole. Regardless of the situation, she's happy to be free of Pave-5.

Avor Stelek emerges with Pave-5 following any battle and thanks the PCs for their efforts in helping to save a fellow Starfinder. Avor offers to tend to any injuries that the PCs sustained in the battle, using the treat deadly wounds task of Medicine. His bonus on Medicine checks is +14. He has an

advanced medkit, so the DC of his Medicine check is 20. He goes on to explain how Pave-5 is now free to return to the Lorespire Complex and join the duty roster, which the android quickly departs to do. Avor ends his time with the PCs by indicating that he knows that he can do a lot of good for the Society, and whether or not he becomes First Seeker, he intends to keep helping newer agents and especially those who've found themselves abused by the Society's supposed allies.

**Rewards:** If the PCs fail to free Pave-5 from their contract, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 180 credits.

*Out of Subtier:* Reduce each PC's credits earned by 272 credits.

*Subtier 3-4:* Reduce each PC's credits earned by 365 credits.

## CANDIDATE: TARA NOVA

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

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

**10+:** Taralea Jamson, known by her artist name of Tara Nova, is a human born in the Diaspora who joined the Society and Second Seekers under Luwazi Elsebo to return to the Scoured Stars where her brother went missing.

**15+:** A vidcaster with a sizable fan base, Tara Nova has used her media platform to help improve the Society's galactic image. She took several videos of her exploits in both return missions to the Scoured Stars, showcasing her skills in combat and her ability to motivate nearby Starfinders.

**20+:** Despite her brother returning from the Scoured Stars, Tara Nova maintains a strong enmity toward those who would threaten the Starfinder Society. She's focused her current efforts on retribution against the jinsuls, whom she views as responsible for several injustices against the Society. Tara's also combating the ongoing media smear campaign against the Society.

### BRIEFING

The PCs find Tara Nova near the Lorespire Complex in a recreation hub called *The Forever Times*. Tara has permanently acquired one of the complex's vidcasting stations, and the PCs can enter the small rectangular room with minimal hassle from staff. Tara Nova sits atop a stack of pillows, speaking into a nearby drone about the Society's recent successes in the Scoured Stars and how the growing anti-Society media campaign is entirely engineered by those scared that the Society can succeed when so many other organizations seem to be stagnating.

When Tara Nova spots the PCs, she quickly ends her broadcast, taking a short moment before cutting the feed to remind her viewers to "pledge to her channel for more truth about the Starfinder Society." Once Tara has made her closing statement and shut off the feed, read or paraphrase the following.

### SCALING ENCOUNTER B

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

**Subtier 1-2:** The electrovores begin combat with only 1 Resolve Point.

**Subtier 3-4:** Both nyssholoras have the sickened condition and begin combat with only 40 Hit Points.

The human woman on the pile of pillows stands up to the sounds of hydraulics in her armor moving. "Hey there! You must be the agents that Luwazi was going to send in to check on me. Yes, I know all about that. I've heard that she's been sending agents to check in on all the potential First Seeker candidates; after all, I'm tuned in on all the big social media platforms. It wasn't hard to guess that she'd send Starfinders of your growing stardom to come check on me. My name's Taralea Jamson, but everyone, and I mean everyone, calls me Tara Nova."

Tara waves her hand over a table in the room's center that quickly flashes with wire-frame light displaying the outline of a starship. "This here is the wreck of the *Implacable Reason*, a Starfinder vessel that was chasing after a jinsul ship causing some problems out in the Vast. Our ship took out the jinsul vessel but crashed on the surface of a nearby moon soon after. Sounds like the surviving jinsuls managed to get a landing party down before their ship exploded and they've since seized the *Implacable Reason's* wreck, using it as an impromptu base.

"Given that the jinsuls are the scum of the galaxy, we can't let this stand. I'd like you to head down to that wreck and clear out any of those damned leg-blade-for-days stragglers left inside. I'm even going to send you with two of my media drones so we can record your little cleanup mission and show the Pact Worlds that we're not a group you wanna mess with!"

The PCs can ask Tara Nova any questions they have about the mission, but their goals are straightforward: travel to the Starfinder starship wreck and clear out any remaining jinsuls. As promised, Tara directs two flying drones to join the PCs. These drones, named Bitty and Itty, don't get involved in combat, but they float around the PCs for the remainder of this mission, recording their efforts so Tara Nova can get the footage she needs to put on the infosphere.

**Development:** Tara Nova arranges transport on a Society freighter called the *Promise of the Future* to the site of the crashed vessel: a large moon in orbit of the planet Izal 4. The freighter makes the roughly 14-day journey through the Drift toward the moon. The PCs take a smaller shuttle down to the moon's surface, landing about 10 minutes away from the *Implacable Reason*.



## C. PEST CONTROL (CR 4 OR CR 6)

The *Implacable Reason* was mostly torn up in its fiery crash onto the lunar surface; however, its port side survived with minimal damage. A group of jinsuls descended in landing craft and quickly swarmed the wounded Starfinder survivors, killing them in a merciless fashion before claiming the wreckage as a small outpost. They've held on to the site while attempting to signal for assistance. The outer walls of the ship are starship bulkheads, while the interior walls are made out of starship interior compound. The ceilings in the area are 20 feet high.

The PCs begin along the eastern edge of the map, having moved through the wreckage of starship to reach this mostly intact section. The first door is sealed shut, requiring the PCs to succeed at a DC 15 Engineering check or a DC 12 Strength check to force it open. The remaining doors in the area open as soon as a living creature comes within 5 feet of them. The north and west doors leading out of the entry hall are closed, but the PCs can open them by using a computer console in the northwest corner of the room. Similar door-opening consoles are on the opposite sides of each of these doors. In Subtier 1–2, consoles are straightforward to use, and opening either door does not require a Computers check. In Subtier 3–4, the console in the entryway is locked and rigged with a *logic bomb* spell that deals electricity damage. The PCs must succeed at a DC 17 Computers check to unlock the console so that they can open either door from this side; if they fail, the *logic bomb* triggers (DC 17 Fortitude half). The explosive sound of the spell draws the attention of the jinsuls in the compound, who soon come looking for the PCs.

**Trap:** The jinsuls managed to fashion a crude trap that they placed in the entrance hall. This trap triggers when a creature walks through the hall, activating and striking all creatures in the marked area with blasts of stored plasma from loosened panels along the wall. Though the jinsuls crafted this to try to take down trespassers, they also use it as an early warning system, as the explosion alerts them to the presence of intruders.

**Creatures:** Only a few jinsuls remain within the compound. In Subtier 1–2, the jinsul contingent consists of a group of wounded soldiers leftover after the jinsuls overwhelmed the facility. In Subtier 3–4, a base commander leads a group of jinsul soldiers. In both cases, the jinsuls are scattered around the western area adjacent to the exterior gun ports.

## SUBTIER 1–2 (CR 4)

### PLASMA BLAST PANELS CR 2

**Type** technological; **Perception** DC 23; **Disable** Engineering DC

18 (patch walls), **Computers** DC 20 (disable power to panels from door terminal)

**Trigger** location (infrared sensor); **Reset** manual

**Effect** arc of plasma (4d6 E & F); **Reflex** DC 13 half (all targets in marked area)

### WOUNDED JINSUL WARRIORS (4) CR 1

*Starfinder Alien Archive* 3 60, page 23

**HP** 20 each (currently 15 each)

#### TACTICS

**Before Combat** If the PCs trigger the trap at the entrance, then the jinsuls spread out, with two moving to the north of the central hall, while the remaining jinsuls move to the south.

**During Combat** The jinsuls use pack tactics to overwhelm their foes.

They target a single foe with their arc emitters at range before rushing into melee combat where they use their leg blades. The jinsuls speak their language openly to coordinate, not believing any PCs would understand them.

**Morale** The jinsuls fight to the death as they have nowhere to retreat and don't believe in surrender.

## SUBTIER 3–4 (CR 6)

### PLASMA BLAST PANELS CR 4

**Type** technological; **Perception** DC 26; **Disable** Engineering DC 21 (patch walls), **Computers** DC 23 (disable power to panels from door terminal)

**Trigger** location (infrared sensor); **Reset** manual

**Effect** arc of plasma (4d10+2 E & F); **Reflex** DC 15 half (all targets in marked area)

### JINSUL WARRIORS (3) CR 1

*Starfinder Alien Archive* 3 60, page 23

**HP** 20 each

#### TACTICS

As Subtier 1–2.

### JINSUL BASE COMMANDER CR 5

*Starfinder Alien Archive* 3 60, page 23

**HP** 60

#### TACTICS

**Before Combat** The base commander has already cast *logic bomb* on a console at the end of the entry hall. Once alerted to the PCs' presence, the base commander casts *spider climb*.

**During Combat** The base commander climb up to the ceiling and casts *magic missile* at enemies. If it uses up its spells, then the commander switches to using its pistol at foes.

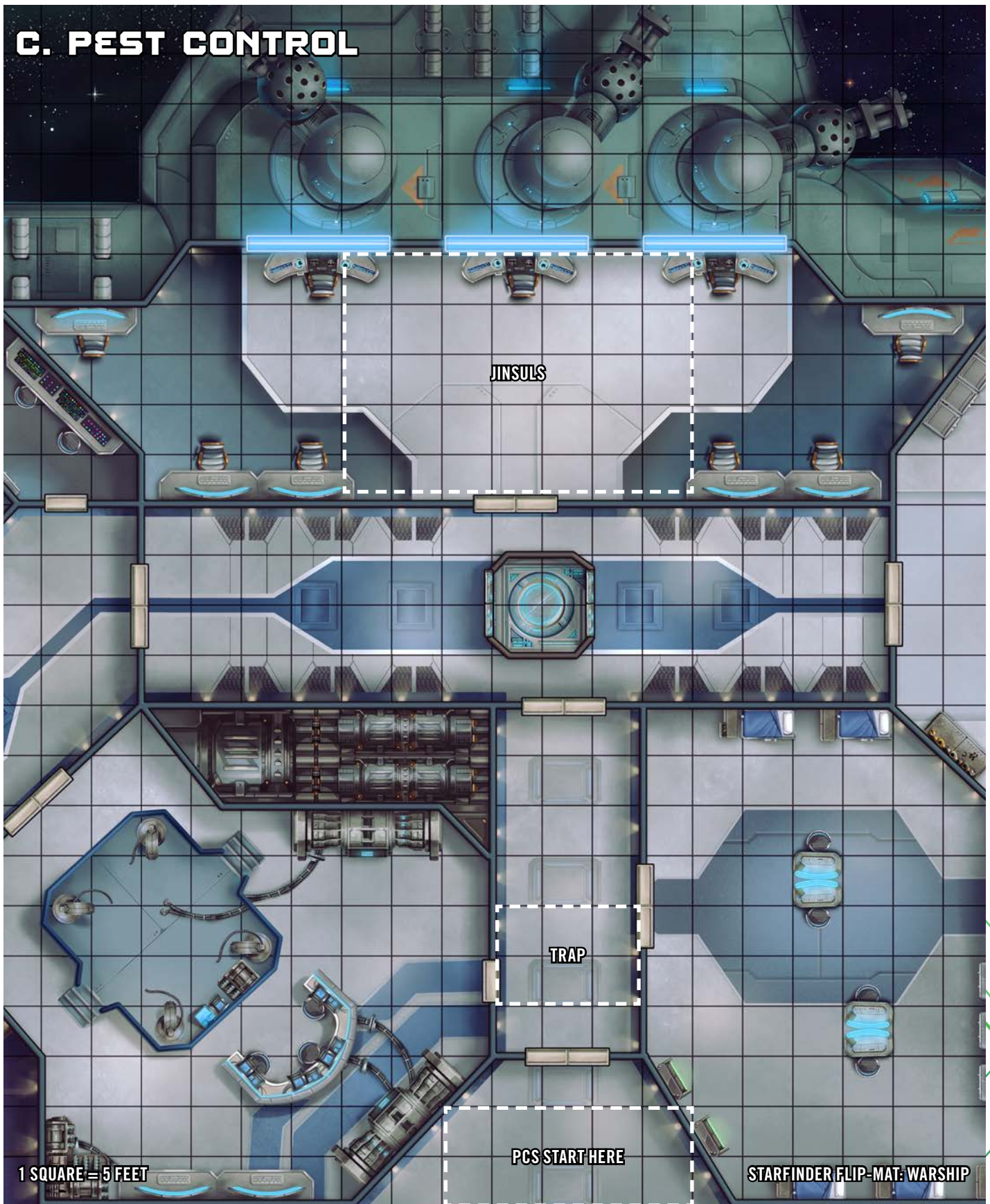
**Morale** The base commander fights until slain.



TARA NOVA



## C. PEST CONTROL





## SCALING ENCOUNTER C

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

**Subtier 1-2:** The jinsuls are sickened from their wounds.

**Subtier 3-4:** Remove one jinsul warrior from the encounter. The jinsul base commander begins the encounter with only 50 Hit Points.

**Development:** The PCs complete their mission when they defeat the jinsuls within the remains of the starship. Once the PCs remove the jinsul menace, they can return to Absalom Station without further incident. During the course of the battle, Tara

Nova's media drones capture footage of everything that occurs. The drones store the data for when the PCs return to Absalom Station, at which point they immediately depart and make their way to Tara Nova's vidcasting area in *The Forever Times*, speeding ahead of the PCs' arrival.

When the PCs arrive and meet with Tara Nova, she's already in the process of reviewing and editing the footage retrieved from the starship wreck. Tara plays up all of the PCs' notable achievements from the previous encounter, going so far as to replay key moments like critical hits or when PCs made exceptional actions. If the PCs had any notable failures during the battle, Tara makes it clear that she can clean up those issues in "postproduction" and shifts the conversation to more positive notes. Tara is particularly impressed by the PCs' actions and commends them for removing a jinsul threat, going so far as to vow that no outside power should oppose the Society and pledge to make sure that forces like the jinsuls can't rebuild to harm the Society in the future.

**Rewards:** If the PCs fail to clear the jinsuls from the starship, reduce each PC's credits earned by the following amount.

**Subtier 1-2:** Reduce each PC's credits earned by 180 credits.

**Out of Subtier:** Reduce each PC's credits earned by 272 credits.

**Subtier 3-4:** Reduce each PC's credits earned by 365 credits.

## CANDIDATE: EHU HADIF

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

Based on the result of a Culture or Diplomacy check, the PCs might know more about Ehu Hadif Ko'ra Amares of Clan Tolar. They learn all of the information whose DC is equal to or less than the result of their check.

**10+:** Ehu Hadif Ko'ra Amares of Clan Tolar, generally known as Ehu, is a male kasatha from the *Idari* worldship. He's known for being an active solarian who worships Talavet, the kasathan goddess of storytelling, community, and tradition.

**15+:** Ehu has been one of Luwazi Elsebo's strongest supporters, working alongside the current First Seeker to help bring home the agents who went missing in the Scoured Stars. He also takes some inspiration from past First Seeker Jadhura, and strides into combat with powered armor and his solar powers to protect allies from danger.

**20+:** Despite how suited he is to combat, Ehu focuses primarily on history and the accumulation of knowledge. After the Society's recent victory in the Scoured Stars, Ehu wants to see the Society return to surveying planets and researching the galaxy's many mysteries, but he doesn't yet have a specific goal that he believes can unify the Society for a single purpose. He's been spending his time

## JINSUL WARRIOR

researching past Society missions in order to find a new cause that could take the Society into a new generation of action and exploration.

## BRIEFING

The PCs meet with Ehu Hadif Ko'ra Amares of Clan Tolar in one of the Lorespire Complex's many meeting rooms. Unlike the other candidates, Ehu prefers the traditional meeting arrangements used by venture-captains. The kasatha waits prior to the PCs' arrival, sitting at the opposite end of a rectangular table, motioning for the PCs to sit. Ehu provides the PCs with a more formal briefing than the other candidates. Read or paraphrase the following.

Folding one pair of arms while the other rests on the edge of the table, Ehu Hadif looks over the assembled agents before giving a solemn nod.

"Good. I trusted First Seeker Elsebo to send me the best of our latest group of agents and she has provided. My name is Ehu Hadif Ko'ra Amares of Clan Tolar, and the Society needs your help. With our recent victory in the Scoured Stars, it has become apparent that our Society lacks a solid direction to take us into the future. Though First Seeker Elsebo has held us together through our trials, we need more than a desire to survive if we are to give something back to the universe that has given us the chance to exist."

Ehu unfolds his upper arms and waves a hand over the desk, which promptly displays a blue wire-frame image of a slowly spinning planetoid.

"This is Athaeum, home of the Curators. You may have heard of it, before but worry not if you haven't. Athaeum is a library world known to teleport throughout the cosmos. The residing Curators control the planet and its associated libraries, which contain the rarest knowledge in the galaxy. I say the rarest, because the Curators ensure that the information stored in their world is the last copy in existence, going so far as to seek out knowledge on other planets for destruction.

"I need you to go to Athaeum to investigate some tomes that pertain to a previous Starfinder mission to the planet, long before the Scoured Stars incident. This mission was never recorded in our records, so it is a blind spot in our history. The Curators have graciously allowed us to send a team—all of you—to Athaeum to review the texts that were previously investigated. By learning about this past mission, we might find guidance on where our future should take us."

Ehu eagerly takes any questions the PCs have, doing his best to answer. He knows that the Society had sent a team to Athaeum in the past, prior to their more recent mission (see *Starfinder Society*

*Scenario #1-11: In Pursuit of the Scoured Past*), and that the agents dispatched read several tomes that the Curators have earmarked for this mission. The Curators haven't relayed information over standard communication channels, so the PCs need to travel to the planet and investigate the information within the tomes.

**Development:** Ehu arranges for a shuttle to bring the PCs to Athaeum onboard a Starfinder vessel called the *Ceaseless Escapade*, piloted by an exuberant dwarf named Karlato who waits for the PCs in orbit above the mysterious world.

Thanks to the planet's unique means of teleportation, it takes only 1d6 days in the Drift for the PCs to reach Athaeum.

## D. TOUGH READ (CR 4 OR CR 6)

When the PCs arrive on Athaeum, the Curator Albryan escorts the PCs to the Tower of the Inspired, one of Athaeum's many library towers. Albryan is an axiomite, a type of lawful outsider that often takes the shape of an idealized metallic version of a different species. Albryan looks like a steel-skinned damaya lashunta wearing robes made of glowing mathematical equations. The

Curator directs the PCs into a specific section of the tower and provides them with the coordinates for a set of tomes that the Society had previously researched.

Magical illumination covers the room, and the ceiling rises up 25 feet in height.

**Research:** The PCs can pull the texts Albryan indicates from the shelves in the southeastern corner of the library section without incident. The series of four textbooks are written in Common, but they appear to be entirely incoherent and assembled from a variety of Pact Worlds documents from over the past two centuries. The text is a complete garble of everything from news reports, to food recipes, to anthropological studies of alien life-forms. A PC who succeeds at a DC 16 Culture or Mysticism check (DC 18 in Subtier 3–4) recognizes that the text has been magically scrambled to mask its original intent, but that they could find more clues with deeper research.

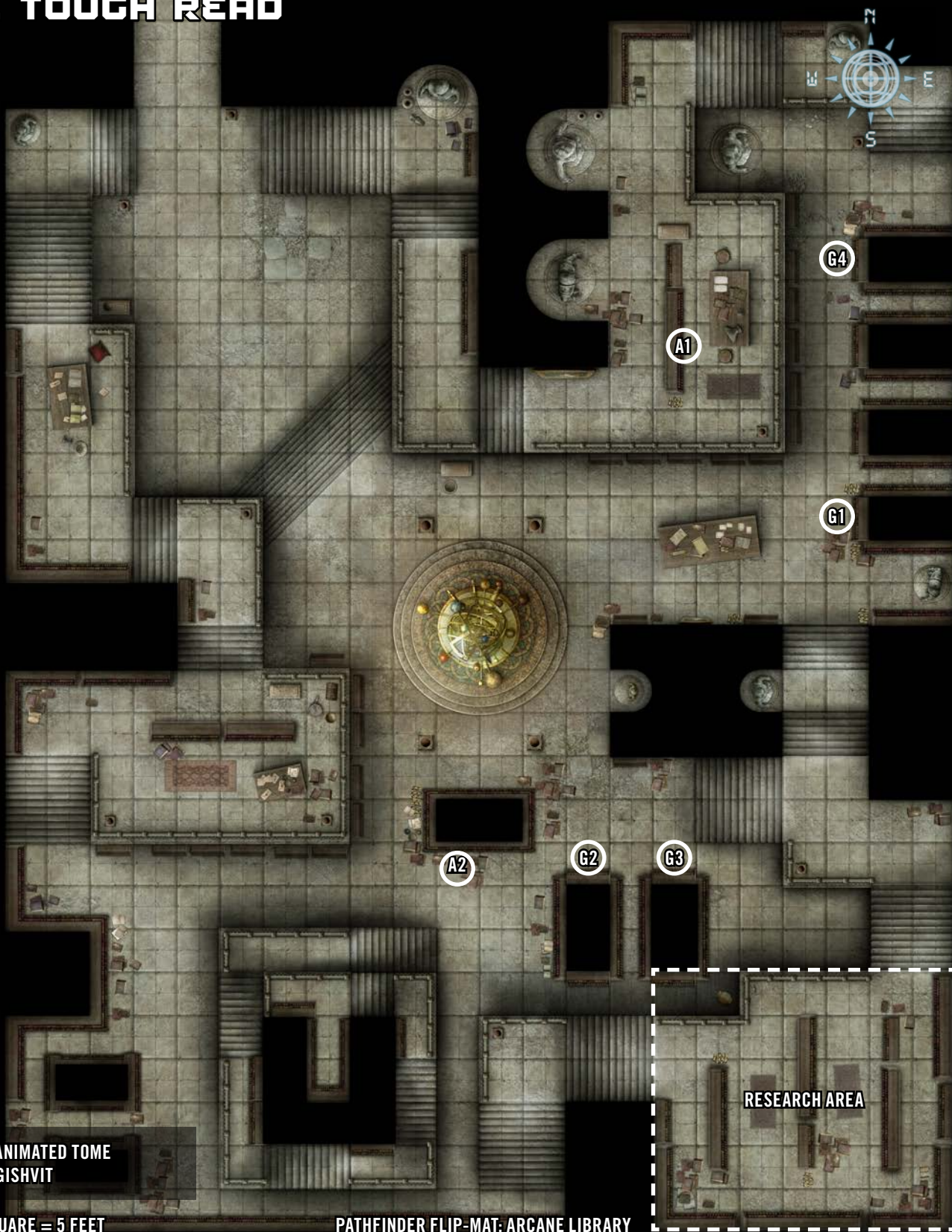
Whether or not they succeed the check to identify the scrambling, the PCs can spend the next hour recording the documents and trying to decipher the text. Each PC can attempt a DC 14 Culture, Mysticism, or Sense Motive check (DC 16 in Subtier 3–4) to glean some pieces of insight from the text. Each piece of insight provides some hints as detailed in the Development section on page 20. Immediately after the PCs finish this initial research, they trigger a magical event in the chamber.

**Hazard:** As the PCs wind down on their research, their presence triggers a hidden ward in one of the other books stored in the Tower of the Inspired. This manifests with wisps of golden light that take on equational formulas that dance on the air. A PC who succeeds at a DC 16 Perception check (DC 18 in Subtier 3–4) notes the faint light





## D. TOUGH READ



strands permeating the air. A PC who spots them can attempt a DC 16 Mysticism check (DC 18 in Subtier 3–4) to tell that the equations are part of a magical ward, but they’ve somehow been corrupted, and that opening one’s mouth in the coming rounds could be hazardous.

A round after this, the equations fully manifest, taking over the entire room. From that point, anytime a PC attempts to speak using non-telepathic means, their attempt to communicate automatically fails. That PC must also succeed at a DC 13 Will save (DC 15 in Subtier 3–4) or have the equations enter their body (bypassing regular armor protections). PCs who don’t speak must succeed only at a DC 8 Will save (DC 10 in Subtier 3–4). If a PC fails their save, then the next time that PC acts, they must spend a move action regurgitating the magical script, which manifests as a *magic missile* that targets that PC’s nearest ally and deals 1d4+1 force damage (two missiles in Subtier 3–4). This does not affect the gishvits and animated tomes (see below).

The storm lasts until the PCs defeat the enemies in the area, as detailed in Development on page 20.

**Creatures:** Along with the equation storm that erupts, a host of sentient outsiders emerges from several of the bookshelves, along two oversized tomes in Subtier 3–4. Known as gishvits, the smaller outsiders originate from Axis, where the residents view them as little more than vermin. These gishvits replace books in Athaeum and sleep within the chamber, but the equation storm wakes them and sets them into a frenzy. In Subtier 3–4, the storm also animates a pair of magical tomes that float around the chamber unleashing magical spells. The interiors of all these books contain only the PCs’ conversations since they entered the area.

## SUBTIER 1–2 (CR 4)

### GISHVITS (4)

CR 1/2

LN Tiny outsider (extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +9

**DEFENSE** **HP** 12 **EACH**

**EAC** 11; **KAC** 12

**Fort** +1; **Ref** +3; **Will** +4

**Weaknesses** vulnerable to *erase*

#### OFFENSE

**Speed** 20 ft., climb 20 ft.

**Melee** bite +5 (1d4+1 P) or ribbon +5 (special)

**Space** 1-1/2 ft.; **Reach** 0 ft. (10 ft. with ribbon)

**Offensive Abilities** overwhelm, ribbon

#### TACTICS

**During Combat** The gishvits move out and try to stagger PCs with use of their ribbon attacks, hoping to force speaking PCs to regurgitate the magical script in the room.



GISHVIT

## SCALING ENCOUNTER D

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

**Subtier 1–2:** Remove one gishvit and reduce the DC of the equation storm by 2.

**Subtier 3–4:** Remove two gishvits, and the equation storm’s *magic missile* effect creates only one missile.

**Morale** The gishvits fight until destroyed.

#### STATISTICS

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

**Skills** Life Science +9, Mysticism +9, Physical Science +9, Stealth +9

**Languages** truespeech (can’t speak)

**Other Abilities** transcription

#### SPECIAL ABILITIES

**Overwhelm (Su)** A gishvit can transfer the information within its pages to a single target through its grasping ribbon. When a gishvit successfully hits a foe with its ribbon, it can force this information directly into the grabbed creature’s mind, overwhelming it with an onslaught of facts and recorded information. The grappled creature must succeed at a DC 12 Will save or be staggered for 1d4 rounds.



**Ribbon (Su)** A gishvit's ribbon attack is a melee attack that targets EAC and has 10-foot reach.

**Transcription (Su)** A gishvit finds pleasure in being a repository of information. It can immediately transcribe information dictated to it and material it overhears. Alternately, a gishvit can spend an hour with a willing subject, wherein it collects memories and experiences from the subject. This transcription process is not dangerous to either the gishvit or the target.

Information recorded and stored in this manner appears as filled pages within the gishvit's booklike body, and it remains there for up to 24 hours after the gishvit is slain (unless the gishvit was killed by an *erase* spell; see below). Another creature can research the pages of a willing or deceased gishvit. The text inside a gishvit is comprehensible to any creature that can read and knows at least one written language. Researching the information within a gishvit for 1 hour grants the reader a +4 insight bonus to a Life Science, Mysticism or Physical Science check in the next 24 hours, and the reader can attempt such checks even if not trained in that skill.

**Vulnerability to Erase (Su)** An *erase* spell deals 3d4 damage to a gishvit and has a 50% chance of removing all written text within its pages (no save). A gishvit reduced to 0 Hit Points or below in this manner is slain, becoming a blank book.

## SUBTIER 3-4 (CR 6)

### ANIMATED TOMES (2)

CR 2

LN Small construct (magical)

**Init** +3; **Senses** darkvision 60 ft.; **Perception** +9

**DEFENSE** HP 20 EACH

**EAC** 13; **KAC** 14

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

#### OFFENSE

**Speed** 5 ft., fly 30 ft. (Su, average)

**Melee** slam +7 (1d4+3 B)

**Spell-Like Abilities** (CL 2nd; melee +16)

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

At will—*daze* (DC 14), *fatigue* (DC 14)

#### TACTICS

**During Combat** The tomes float around the chamber casting *mind thrust*, each at different targets. Once they run out of that spell, they fly in and attack with their bites. The tomes use *fear* to disable PCs they view as particularly susceptible to the equational storm hazard.

**Morale** The animated tomes fight until destroyed.

#### STATISTICS

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

**Skills** Stealth +12

### GISHVITS (4)

CR 1/2

HP 12 each (page 19)

#### TACTICS

As Subtier 1-2.

**Treasure:** For their efforts in weathering the equational storm and defeating the aberrant tomes, Albryan rewards the PCs with a spare item from Athaeum's many vaults. In Subtier 1-2, he provides the PCs with an *amulet of camouflage*. In Subtier 3-4, he also provides a *ring of sustenance*.

**Development:** Once the PCs defeat the threats in the area, the equation storm ceases. Albryan enters shortly after and apologizes for what he describes as "invading parasites" (the gishvits). He allows the PCs to spend more time in the area as recompense, allowing each of the PCs one additional chance to roll one of the skill checks to research the documents. Albryan and the other Curators refuse to allow any of the documents to leave the library, and demand the PCs depart as soon as their allotted time is over.

If the PCs succeeded at a number of skill checks equal to half number of PCs (rounded down) when researching the documents, then they gain enough insight from the documentation to tell that the Starfinder Society agents previous had been following up on all information related to a string of Pact World-sponsored colonies out in the Vast that went missing, but were never acknowledged by the Pact (the reason they only appeared in Athaeum).

Whether or not the PCs learned the secret of the texts, they must depart Athaeum and make the journey back to the Pact Worlds. Upon their return, Ehu meets with the PCs and commends them for braving the unexpected dangers of the library. The kasatha states that while the danger was unexpected, "a Starfinder must always be prepared for danger in the most peaceful corners of the galaxy." If the PCs learned about the missing Pact Worlds colonies, then Ehu indicates that the information is startling and that he plans to petition the Forum to investigate the apparent Pact Worlds cover-up. He again thanks the PCs and immediately departs to collate the retrieved data and put together his case.

**Rewards:** If the PCs did not defeat the books or learn about the missing Pact World-sponsored colonies, reduce each PC's credits earned by the following amount.

*Subtier 1-2:* Reduce each PC's credits earned by 180 credits.

*Out of Subtier:* Reduce each PC's credits earned by 272 credits.

*Subtier 3-4:* Reduce each PC's credits earned by 365 credits.

## CONCLUSION

Once the PCs complete the missions for each of the candidates, they can return to the Lorespire Complex and meet with First Seeker Luwazi Elsebo. The current First Seeker doesn't wait within the Lorespire. Instead, she sits on a bench near the center of the campus. When she spots them, Luwazi waves the PCs over and eagerly asks their opinions on the various candidates. The First Seeker is clear not to show any favoritism to the candidates, but instead prompts the PCs to share their thoughts.

Once the PCs provide their summaries to Elsebo, read of paraphrase the following.

First Seeker Luwazi Elsebo stands from the bench she'd been sitting on. She gives one deep nod, looking over all the nearby



assembled agents. "I must sincerely thank you for taking the time to meet each of these candidates. Your reports on this matter is important to me, but more importantly, these impressions can help shape the Society. Know that in the coming months, the Forum will convene to decide the Society's future. Though the Forum represents our broader leadership, the decision truly comes from the agents that make up our Society, like yourselves. I have no doubt that in the coming days, you'll each have an opportunity to give your final decision on which of these candidates should take my position as the Society's guiding leader and that those decisions will shape our future.

"For now, think on these candidates and prepare to make an informed decision."

With this statement from Luwazi, the adventure ends. Direct players to the scenario's product page for information on the election (see the sidebar A Living Campaign on page 3). For the first few months after this scenarios' release, players will be able to vote for the new First Seeker; thereafter, the product page will contain a report of the results of the election.

## PRIMARY SUCCESS CONDITIONS

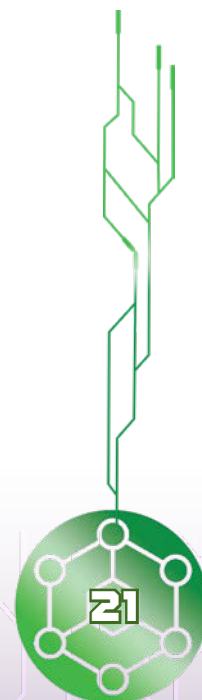
The PCs succeed at their primary success condition if they complete two or more of the candidate missions. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who complete this mission objective also gain the For the Future First boon on their Chronicle sheets.

## SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they complete all four of the candidate missions. 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, they impress current First Seeker Luwazi Elsebo. Each PC earns 1 additional Reputation with the Second Seekers (Luwazi Elsebo) faction, in addition to any other Reputation earned from completing this scenario.



## APPENDIX: STAT BLOCKS

### ELECTROVORE

CR 2

*Starfinder Alien Archive 44*

N Small magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

**DEFENSE** HP 23, RP 3

**EAC** 14; **KAC** 14

**Fort** +3; **Ref** +7; **Will** +1

**Immunities** electricity

#### OFFENSE

**Speed** 30 ft., fly 30 ft. (Ex, average)

**Melee** tail slap +9 (1d4+3 B; critical siphon)

**Offensive Abilities** electrical discharge (1d6+2 E plus staggered, Reflex DC 13 half)

#### STATISTICS

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

**Skills** Acrobatics +7, Athletics +7, Stealth +12, Survival +12

#### SPECIAL ABILITIES

**Electrical Discharge (Ex)** As a standard action, an electrovore can spend 1 Resolve Point to discharge some of its stored electrical energy as a powerful attack. All creatures within 10 feet of the electrovore take 1d6+2 electricity damage and are staggered for 1 round. A target can attempt a DC 13 Reflex save to take half this damage and negate the staggered effect.

**Siphon (Ex)** Whenever an electrovore scores a critical hit against a living creature, a construct with the technological subtype, or a technological piece of gear, it siphons off a portion of the target's electrical energy. This restores 1 Resolve Point (up to its maximum of 3).

### HOBKINS GREMLIN

CR 1/2

*Starfinder Alien Archive 3 44*

NE Small fey

**Init** +3; **Senses** low-light vision; **Perception** +4

**DEFENSE** HP 11

**EAC** 9; **KAC** 10

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

**Defensive Abilities** out of phase; **DR** 5/cold iron

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +1 (1d4-1 P) or  
claw +1 (1d4-1 S)

**Spell-Like Abilities** (CL 1st)

3/day—*holographic image* (1st level, DC 14)

At will—*ghost sound* (DC 13), *psychokinetic hand* (DC 13)

#### STATISTICS

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

**Skills** Acrobatics +4, Intimidate +9, Stealth +9

**Languages** Aklo, Common

**Other Abilities** collateral damage, minor levitation

#### SPECIAL ABILITIES

**Collateral Damage (Su)** Whenever an attack fails to damage a hobkins, whether due to a low attack roll, a miss chance, or a failure to penetrate DR, the hobkins can redirect the attack to any target in range of the original attack (if any), including objects. The attack can't be redirected against the original attacker, though it can be redirected against the original attacker's gear (but not the weapon used to make the original attack). The attacker rolls a new attack and damage roll against the new target, and the attack is considered to have the penetrating weapon special quality.

**Minor Levitation (Su)** A hobkins floats about 1 inch about the ground, allowing it to ignore difficult terrain. As a move action, a hobkins can levitate up to 20 feet straight up, but at the end of the movement, unless it has found something to cling to, it returns to 1 inch above the nearest flat surface below it.

**Out of Phase (Su)** Hobkins exist slightly out of phase with the Material Plane, causing all ranged attacks against them to suffer a 50% miss chance. This ability functions as *displacement*.

### HOBKINS GREMLIN MALEFACTOR

CR 4

*Starfinder Alien Archive 3 44*

NE Small fey

**Init** +5; **Senses** darkvision 60 ft.; **Perception** +10

**DEFENSE** HP 43

**EAC** 15; **KAC** 16

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

**Defensive Abilities** out of phase; **DR** 5/cold iron

#### OFFENSE

**Speed** 30 ft.

**Melee** bite +7 (1d4+3 P) or

claw +7 (1d4+3 S)

**Spell-Like Abilities** (CL 4th, ranged +7)

1/day—*hologram memory* (2nd level, DC 17), *hurl forcedisk* (DC 17)

3/day—*fear* (1st level, DC 16), *mind thrust* (1st level, DC 16),

*reflecting armor* (DC 16)

At will—*ghost sound* (DC 15), *psychokinetic hand* (DC 15)

#### STATISTICS

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

**Skills** Computer +10, Engineering +10, Intimidate +15, Stealth +15

**Languages** Aklo, Common; limited telepathy 60 ft.

**Other Abilities** collateral damage, minor levitation, perfect coordination

#### SPECIAL ABILITIES

**Collateral Damage (Su)** Whenever an attack fails to damage a hobkins, whether due to a low attack roll, a miss chance, or a failure to penetrate DR, the hobkins can redirect the attack to any target in range of the original attack (if any), including objects. The attack can't be redirected against the original attacker, though it can be redirected against the original attacker's gear (but not the weapon used to make the original attack). The attacker rolls a new attack



and damage roll against the new target, and the attack is considered to have the penetrating weapon special quality.

**Minor Levitation (Su)** A hobkins floats about 1 inch about the ground, allowing it to ignore difficult terrain. As a move action, a hobkins can levitate up to 20 feet straight up, but at the end of the movement, unless it has found something to cling to, it returns to 1 inch above the nearest flat surface below it.

**Out of Phase (Su)** Hobkins exist slightly out of phase with the Material Plane, causing all ranged attacks against them to suffer a 50% miss chance. This ability functions as *displacement*.

**Perfect Coordination (Su)** A hobkins malefactor can use its psychic ability to orchestrate precise mayhem and destruction with other hobkins. As a full action, the malefactor can telepathically instruct up to 15 hobkins that are within 60 feet; each of the chosen gremlins gains a +2 circumstance bonus to its next skill check or attack roll, or the DC of the next spell it casts increases by 2.

## JINSUL BASE COMMANDER CR 5

*Starfinder Alien Archive* 3 60

Jinsul technomancer

CE Medium monstrous humanoid

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

**DEFENSE** HP 60

**EAC** 16; **KAC** 17

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

**Defensive Abilities** unflankable, unshakable belief

**OFFENSE**

**Speed** 40 ft.

**Melee** bite +6 (1d4+5 P) or

leg blade +6 (1d6+5 S; critical bleed 1d8)

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

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

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

1st (6/day)—*comprehend languages* (DC 16), *jolting surge*, *magic missile*

At will—*energy ray*, *psychokinetic hand* (DC 15)

**STATISTICS**

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

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

**Languages** Jinsul

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

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

**SPECIAL ABILITIES**

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

**Unshakable Belief (Ex)** Whenever a jinsul base commander is the target of a trick attack, it can attempt a Bluff or Sense

Motive check in response. If the jinsul base commander's result equals or exceeds that of the trick attack skill check, the trick attack is unsuccessful. If the jinsul's check exceeds the trick attack check by 5 or more, the creature performing the trick attack gains the off-target condition until the end of their next turn.

## JINSUL WARRIOR CR 1

*Starfinder Alien Archive* 3 60

CE Medium monstrous humanoid

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

**DEFENSE** HP 20

**EAC** 11; **KAC** 13

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

**Defensive Abilities** unflankable

**OFFENSE**

**Speed** 40 ft.

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

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

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

**STATISTICS**

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

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

**Languages** Jinsul

**Other Abilities** powerful leap

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

**SPECIAL ABILITIES**

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

## JUVENILE NYSSHOLORA CR 4

*Starfinder Alien Archive* 2 86

N Large magical beast

**Init** +0; **Senses** darkvision 60 ft., low-light vision, telepathy sense 60 ft.; **Perception** +10

**DEFENSE** HP 50

**EAC** 16; **KAC** 18

**Fort** +8; **Ref** +3; **Will** +6;

**Resistances** electricity 5, sonic 5

**OFFENSE**

**Speed** 30 ft.

**Melee** bite +13 (1d6+9 P) or

phasic claws +13 (1d4+9 So) or

tail scourge +13 (1d4+9 E)

**Multiattack** bite +7 (2d6+9 P), phasic claws (1d4+9 So), tail scourge +7 (1d4+9 E)

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

**Offensive Abilities** breath weapon (15-ft. cone, 4d6 So [see text], Reflex DC 13 half, usable every 1d6 rounds)

**STATISTICS**

**Str** +5; **Dex** +0; **Con** +3; **Int** -4; **Wis** +1; **Cha** -2

**Skills** Athletics +15

## **SPECIAL ABILITIES**

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**Breath Weapon (Su)** A creature that fails its saving throw against the breath weapon is also staggered for 1 round. This breath weapon ignores an object's hardness.

**Phasic Claws (Su)** A nyssholora's claws ignore half an object's hardness.

**Telepathy Sense (Su)** A nyssholora can sense any creature within 60 feet of it that has telepathy, limited telepathy, or a similar ability, such as that from a mystic's telepathic bond. This sense works through walls or other obstacles, functioning like blindsense (vibration) and sense through (vibration).



# FOUR FOR THE FIRST



## Event Reporting Form

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

Location \_\_\_\_\_

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

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

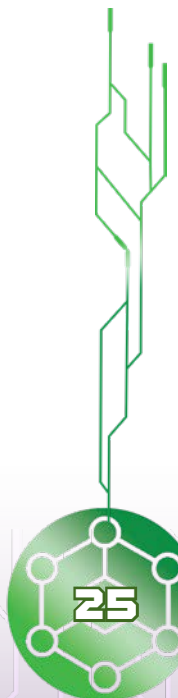
Player Name:		Class	Faction:		<input type="checkbox"/> Dead <input type="checkbox"/> Infamy
Character Name:		Org Play #:	Level	<input type="checkbox"/> Acquisitives <input type="checkbox"/> Dataphiles <input type="checkbox"/> Exo-Guardians <input type="checkbox"/> Wayfinders <input type="checkbox"/>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

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# Starfinder Society Scenario #2-07: Four for the First

Character Chronicle #

A.K.A. _____ - 7					SUBTIER	<input type="checkbox"/> Normal Max Credits
Player Name	Character Name	Organized Play #	Character #	Faction	1-2	720
Items Found During This Scenario					SUBTIER	<input type="checkbox"/> Normal
<p><b>For the Future First (Slotless Boon; Limited-Use):</b> When you earn this boon it has no immediate benefits. At the start of Starfinder Society Year 3, when the new Second Seekers faction becomes available, you can immediately activate this boon to earn 4 Reputation with the newly selected First Seeker (Avor Stelek, Calder Soren, Ehu Hadif, or Tara Nova).</p> <p><b>Society Solidarity (Social Boon):</b> By helping Luwazi Elsebo to review the potential candidates for her successor, you also had the opportunity to assist many different Society agents. When you slot this boon, you call upon your personal prestige, letting other forces know that you're putting yourself in danger. When this boon is slotted, you reduce the Fame cost of having your body recovered by 2 and reduce the Fame cost of <i>raise dead</i> on you by 4. In addition, you gain a +2 circumstance bonus to all skill checks made to influence members of the Starfinder Society while you have this boon slotted.</p>					Out of Subtier	1,090
					SUBTIER	<input type="checkbox"/> Normal
					3-4	1,460
					SUBTIER	<input type="checkbox"/> Normal
					-	-
All Subtiers					Subtier 3-4	
amulet of camouflage (1,400; item level 3) efficient bandolier (2,000; item level 4) mk 2 serum of healing (425, item level 5; limit 3) tactical arc emitter (750; item level 2)					estex suit II (2,700; item level 5) frostbite-class zero pistol (3,060; item level 5) mk 1 null-space chamber (3,050; item level 5) ring of sustenance (2,925, item level 5) staff of mystic healing (3,700; item level 5)	
Reputation					Experience	
Faction _____ Reputation _____					Starting XP	
Faction _____ Reputation _____					+ _____ 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)	
					+ _____ GM's Initials	
					Day Job (GM ONLY)	
					- _____	
					Credits Spent	
					= _____	
					Total	

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #