

YEAR OF A THOUSAND BITES

STARFINDER SOCIETY SCENARIO #2-12, TIER 7-10

STARFINDER SOCIETY



COLOSSUS HEIST

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How to Play

Starfinder Society Scenario #2-12: Colossus Heist is a Starfinder Society Scenario designed for 7th- through 10th-level characters (Tier 7-10; Subtiers 7-8 and 9-10). 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 Organized Play Campaign, how to read the attached Chronicle sheets, and how to find games in your area, check out the campaign's home page at StarfinderSociety.club.

GM Resources

Colossus Heist makes use of the *Starfinder Core Rulebook* and *Starfinder Alien Archives 1, 2, and 3*. 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.

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 (ACQUISITIVES)**

 **VEHICLE**

COLOSSUS HEIST

BY AMANDA HAMON



When Starfinder Society agents recover unclaimed magical, hybrid, or tech items of an abnormal nature, these devices remain in the Lorespire Complex on Absalom Station while Society experts study the baubles' secrets. As a result, the complex is home to dozens of artifacts, relics, and other bizarre pieces, with some truly special objects protected in a hermetically sealed and secured vault known informally as the Safe, located within the Archives section of the Lorespire Complex. Few Starfinders, even the Society's leaders, pay the Safe much mind—and it was this negligence plus a security breach that led to the recent theft of three bone-shaped relics from the complex. These relics had been behind the tightest layers of security for one simple reason: the hybrid items were entirely alien in design, and none of the Starfinders' experts could determine their purpose, although they each emanated a strong aura of magic. All three relics are the size of a human's femur and covered in a bizarre alien script, and the Starfinders had planned to quietly scour the Pact Worlds for experts to examine them before they were stolen.

No one in the Lorespire Complex even realized that the relics were gone until word came from an unlikely source. Just a few weeks ago, the Aspis Consortium contacted the Society to report that a group of mercenaries had penetrated the Lorespire Complex, stolen the relics from the Safe, and had planned to sell them to the Aspis for a higher sum of credits than the relics' initial buyer. Worse, the initial buyer was connected to AbadarCorp, though their identity is still unclear. And even worse than that, the entire operation had ended in unexpected disaster.

The mercenaries had originally intended to meet with Aspis agents on the blasted Near Space world of Daimalko, a land of rampaging colossi, embattled survivors—and virtually no Pact Worlds security. The mercenaries and Aspis agents did meet, but a native technological colossi called a tekenki (*Alien Archive 3* 108) crashed the party, killed all members except for a single Aspis survivor, and swallowed the relics down its massive mechanical gullet. Although it irks the Starfinders that the Aspis would buy their stolen relics and attempt to profit off the Society's back, they are foremost concerned with retrieving the items, which contain valuable archaeological information and could be dangerous in nefarious hands.

Basic research data about tekenkis indicate that the relics are likely unharmed inside the Daimalkan beast. Of course, that

WHERE IN THE UNIVERSE?

Colossus Heist takes place on the planet Daimalko, a blasted world in Near Space with evaporated oceans, rampaging colossi, pockets of survivors huddled underground, and a few colonies venturing back onto the planet's surface. Daimalko can be incredibly dangerous or eerily serene, depending on how far one can stay away from the colossi, which hunt the remaining survivors and often even battle each other. Additional details about Daimalko can be found in the *Starfinder Core Rulebook* and *Starfinder Near Space*. Information about the Daimalkan colossi called kyokors is in *Starfinder Alien Archive* (page 72); information about damai, the planet's native people, is in *Starfinder Alien Archive 2* (page 32); and information about tekenkis is in *Starfinder Alien Archive 3* (page 108). These products are available at bookstores and hobby shops everywhere and online at paizo.com.

suggests a mission nothing short of absurd in its dangerous and foolhardy nature: a group of heroes could find a way inside the colossus, find these relics, and escape and return them to the Society. Further, discovering who might have hired the mercenaries to steal the relics in the first place would be valuable information to the Society. The culprit is surely a powerful and connected enemy, and given the Society's recent struggles with a worldwide media smear campaign and other sabotages, it seems time is running short to stop those who would see the Society discredited and disbanded.

Naturally, Radaszam, the Acquisitives faction leader, has jumped at the opportunity to assemble a team just for these tasks. The vesk knows that if there's no risk, there's no reward, and he's staked his entire reputation with the Society—not to mention the lives of the Starfinders who accept this mission—on the rewards inside this tekenki's gut. It's time for the Starfinders to go big inside the belly of a beast or go home.

SUMMARY

The PCs begin their mission en route to Daimalko on board the *Brass Clutch*, a starship belonging to Radaszam, leader of the private mercenary outfit the Obsidian Spiders and the Starfinders' Acquisitives faction. Radaszam explains the Society's delicate predicament—that three important and valuable relics have found themselves in the guts of a rampaging Daimalkan tekenki—and his indelicate solution—that the PCs are to find their way inside the monster, retrieve the relics, figure out which of the Society's enemies set this mess into motion, and return unharmed.

Once they dock in New Valor, one of the planet's few aboveground settlements, the PCs along with Radaszam must search for information about how to find the tekenki in question, how to approach it without inviting certain death, and how to access its belly to retrieve the Society's relics. They learn about the town's resources and are pointed toward Luku Gaiul, an eccentric and hermitic damai who's obsessed with tracking and thwarting colossi in revenge for a terrible incident from his childhood.

Gaiul identifies the colossus in question as a nearby tekenki and explains that the only way the PCs can access its belly is during the brief moment when the colossus's external plating opens as it prepares for combat. The best way to do that safely, Gaiul explains, is to goad it into fighting one or more colossi far from New Valor. The colossus tracker suggests activating a trio of lifepulse beacons in a clearing called the Dead Reef, which was once under 10 feet of ocean that evaporated in the cataclysmic Awakening 200 years ago. Once activated, the beacons trick nearby colossi—including the target tekenki—into believing there are large pockets of sentient life nearby. Once the colossi encounter each other, they battle, allowing the PCs to slip inside the tekenki and retrieve the relics. Gaiul provides the PCs and Radaszam with experimental vehicles of his own creation to travel to the Dead Reef and, ostensibly, jettison themselves inside the tekenki.

The PCs head to the Dead Reef and find that the triangulated lifepulse beacons are malfunctioning and must be activated manually. To switch on the beacons, the PCs must climb a rickety dried coral formation; clamber to the top of a junked-out, first-generation anti-colossi vehicle known as a valko, and reach the top of a dangerous cavern. Once they've fiddled with each beacon, the target tekenki and a roving kyokor colossus approach and square off, and the PCs must use Gaiul's vehicle to dive inside the technological construct as quickly as they can.

Once inside the tekenki, the PCs must navigate the colossus's hostile interior while a colossi battle rages around them.

The beast's belly is a nightmarish combination of mechanical hazards, including live laser and electricity grids, and horrifying organics, such as brain-like structures in tanks of viscous fluid. Two of the relics are ensconced in the former, while the third relic is sunken in the depths of the latter. Throughout the beast's innards are several of the mercenaries who were killed when the beast ate them and the relics, providing clues about the Society's enemies.

Once the PCs have a chance to retrieve the relics and learn more about the mysterious slain mercenaries, the colossi battle winds down.

The PCs then have a limited window to escape the tekenki and return to Gaiul and Radaszam, who hunker nearby. The entire group returns to New Valor, and if the PCs are attentive, they may discover that their relic-stealing enemy might be far closer than they ever dared believe.

RADASZAM



GETTING STARTED

The PCs begin this adventure on board the *Brass Clutch*, a personal starship of Radaszam, the leader of the Acquisitives faction. The brash and gregarious vesk has invested significant resources into this mission and hung his reputation on its success in his excitement at the prospect of landing on Daimalko, confronting a colossus, and retrieving relics from inside the monstrosity's gullet. When the PCs accepted this task, Radaszam made it clear that he'd be involved in much of the operation—and that he considered it the adventure of a lifetime to have a shot at such an impressive accomplishment. However, beyond these basics, Radaszam has yet to provide many specific details about the task at hand.

The *Brass Clutch* is a former Veskarium military ship that the Obsidian Spiders, Radaszam's mercenary company, has outfitted into a private transport vessel. As such, its corridors are sleek and pristine, its upholstery is outfitted with supple black leather, and the Spiders' official sigil replaces any previously installed Veskarium regalia. When Radaszam calls the PCs to the *Brass Clutch*'s bridge for an audience, the heroes find a spacious and comfortable interior and a mood of glee and excitement stamped on the vesk's face.

Read or paraphrase the following to get the adventure underway.

Radaszam, the leader of the Acquisitives faction, parts his scaly lips to reveal an exceedingly sharp-toothed, uncharacteristically childlike grin of glee. "You're here!" the vesk exclaims, making gesturing motions toward the empty officers' chairs in front of him. "I can't believe we're about

to land on Daimalko. Can you imagine? Colossi everywhere! Terrible things—with tongues and teeth and gun turrets for heads, capable of destroying entire city blocks with one swipe of their horrific claws. This is going to be great!"

The mercenary leader takes a deep breath, clearly calming the excitement that's gotten the better of him. He closes his eyes, and when they reopen, the steely demeanor of a veteran Starfinder Society faction leader returns.

"As exciting as this mission is," Radaszam intones, "I realize I've provided scant details so far. You may be wondering whether you've walked into what may sound like a suicide mission. And I realize that seeking out a murderous Daimalkan colossus, retrieving relics rattling around in its guts, and escaping alive and unharmed might seem like a fool's errand. I assure you, it's not. I've taken every precaution for our success. And it's vital that we undertake this task, both to reclaim the Society's property and to secure its future against those who would see us destroyed. I'll explain more.

"Less than a week ago, three powerful and mysterious hybrid items were stolen straight from the Safe in Lorespire Complex, without anyone from the Society so much as noticing. These relics were more mysterious than any the Society has recently recovered. What's more, if they fall into the wrong hands, they could pose a real threat.

"Worse, the Society didn't discover the theft until the Aspis Consortium contacted us with some troubling news. Their agents had intended to purchase the items from the mercenaries who stole them from us. They met the mercenaries on Daimalko for this purpose, but a *tekenki*—a tech colossus, one of the gun-headed ones—rolled up. It rampaged, killing and consuming everyone except a single Aspis survivor, including the mercenaries with the relics.

"Now, you might think that this would be a total loss, but our research indicates a silver lining. *Teckenki* are technological constructs, meaning they've got no stomach acid to break down the things they consume. Our preliminary research indicates that it's entirely possible to access the interior of a *tekenki*, meaning it's also entirely possible to retrieve the relics and escape. Maybe even more importantly, we may get some clue about who attacked the Lorespire Complex and stole these relics in the first place. So that's the plan here—we're going into the belly of the beast!"

Radaszam's beady eyes start to gleam and his throaty voice becomes louder and louder. After another deep breath, his steely composure returns.

"I've researched this plan to Aucturn and back," he says, "and I'm confident it will work. I've already reached out to New Valor, our destination on Daimalko. Their guardians—think like mayors, but more protecting people from giant monsters—have assured me that our ship is welcome and our mission is sanctioned, as long as we don't draw the colossus toward town. They're used to off-worlders landing in New Valor looking for some extreme hunting action. They say we're more

responsible than most, so we won't face any hostilities from the locals."

As serious as he's been this entire time, Radaszam clenches his jaw and nods gravely.

"Of all the Society's agents," he says, "I believe that you together have the best chance of pulling this heist off. It's a daunting task we ask, I realize. What questions can I answer before we touch down on Daimalko?"

If the PCs have questions at this point, Radaszam answers them as best he can, but his tone belies his utter excitement at the mission they're all about to undertake.

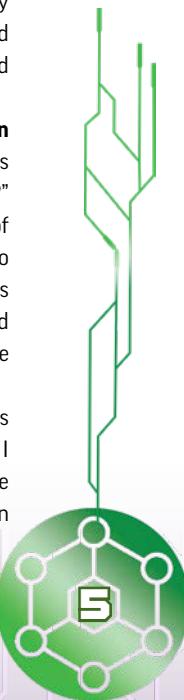
How are we supposed to track down the colossus that ate the relics? "The reports we received from the Aspis survivor made it clear we're looking for a *tekenki*—one that typically roams territory about 60 miles northwest from New Valor. The town's guardians and its colossi trackers keep tabs on all known colossi within 100 miles. Even if they don't know exactly where the thing is, they'll be able to point us in the right direction. Then it's up to us to get back the Society's stuff." Radaszam grins toothily and slaps the nearest PC on the back. "What an adventure we're looking at, eh?!" he exclaims.

How do we even get inside a colossus in the first place without getting eaten? Radaszam averts his eyes for just a moment before answering. "Well," he drawls. "That's one of the... problems? Opportunities? Call it a proble-tunity. A *tekenki* doesn't eat, because it's technological. But they are well known to consume people and things, so there's got to be a way to get inside, as well as a way to get out. We're just going to have to sweet-talk the *damais* into telling us. They've spent generations researching and hunting colossi, so they'll know."

What are these stolen relics?/What do the stolen relics do? "That's the dangerous thing," Radaszam says. "We don't yet know. The relics are identical, and each is the size and shape of a human femur. They're covered in alien script that not even our best experts can identify, let alone decipher. The Society had been planning to seek experts from across the Pact Worlds when they were stolen—it's possible that these pieces are powerfully dangerous. In any case, we need to get them back. And we need to find out who breached the Lorespire Complex so easily and stole them."

What do we know about the mercenaries who were killed on Daimalko/the relics' original buyer? Radaszam sighs and begins to look uneasy for the first time during this briefing. "Honestly?" he says. "Not much. The Aspis wouldn't reveal the identity of the mercenaries' parent outfit, and they didn't even know who hired the thieves in the first place. That's one of the reasons this mission is so important. We need to know who stole from us and why, and we need to know who's behind this entire plot in the first place."

Are you planning to help us? Radaszam grins and strikes a heroic pose in his high-backed starship chair. "Of course I am!" he roars, laughing with delight. "Do you think I'd let the opportunity to go *inside a colossus* pass without getting my own



claws a little dirty? I'll accompany you into New Valor and on the safari—I mean the trip!—to find the target tekenki. After that, you may be on your own. Depends on how hard it is to get into the belly of a colossus, know what I mean?"

What happens if the Daimalkans won't help us? Radaszam snorts in certainty. "Oh," he says, "They won't help us. The best we can hope for is some guidance about where to find the thing, and maybe some tips for not getting eaten once we get close to it. *Maybe* some guidance about how to access the thing's belly. Anyway, as long as we remind them that our highest priority is to keep the tekenki as far away from New Valor as possible, the locals won't chase us out. Some of them may even be excited to meet Starfinders, though since they're a population of colossus hunters, they're probably not so easy to impress."

Will we get to take down a colossus? Radaszam lets out a thunderous belly laugh. "Take down! A colossus! Good one, Starfinders. You know they're practically bigger than an Absalom Station district, right? And they're walking murder machines? No, we're not taking down a colossus. Get in its belly, grab the relics, and get out. That's about as much as we can hope for—although if we can maybe dent the thing's gullet on the way out, that'd be quite the story to tell the First Seeker, eh?"

Boon Allocation: Have the PCs finalize their boon slots for the session after completing their briefing with Radaszam. There are no specific boons that players should be encouraged to slot, though anything that may help them survive the colossi of Daimalko should be considered.

CULTURE (RECALL KNOWLEDGE) OR DIPLOMACY (GATHER INFORMATION)

Based on the result of a Culture or Diplomacy check, the PCs might know more about Daimalko, New Valor, and the colossi that roam the planet. They learn all of the information whose DC is equal to or less than the result of their check.

15+: Daimalko is a small planet in Near Space with gravity similar to that of Absalom Station and a normal atmosphere. The planet was once home to two highly advanced civilizations, but a cataclysm 200 years ago that its people call the Awakening saw its oceans almost entirely evaporate and enormous, murderous colossi emerge from beneath the planet's surface, rampaging and almost immediately wiping out most of the population. Descendants of survivors, mostly members of the native gray-skinned damai humanoids, now live underground or in small, closely guarded colonies on the surface. The colonies' leaders, called guardians, use mystical orbs to track the colossi and steer them away from the population centers.

20+: The most prominent aboveground settlement on Daimalko is New Valor, whose population for generations has kept themselves safe through a combination of guidance from their mystical guardians, or leaders, and a proactive policy of

hunting and chasing away or even killing nearby colossi. New Valor is particularly known for Project Valko and its fleet of colossi-hunting vehicles named accordingly. There are four valkos, which include bi- and tripodal mechs that employ the most advanced weaponry, tracking systems, and cloaking devices on the planet. The New Valorites are incredible protective of these vehicles, and only highly trained pilots are permitted to embark on colossus-hunting missions with them.

25+: Tekenkis are quadrupedal technological constructs with integrated plasma cannons and the capability of unleashing electromagnetic pulses that can devastate tech items, including weapons. However, they are only one type of colossus that roams Daimalko slavering for the blood of masses of humanoids. Others include biological kyokors (*Alien Archive 72*) and many more colossus subspecies yet to be properly identified. Tekenkis, like all known colossi, have the ability to sense clusters of 2,000 or more intelligent creatures gathered in a single settlement out to 5 miles. Colossi are believed to be highly intelligent as well as territorial, and two colossi crossing paths would certainly lead to an earth-shattering battle of beasts.

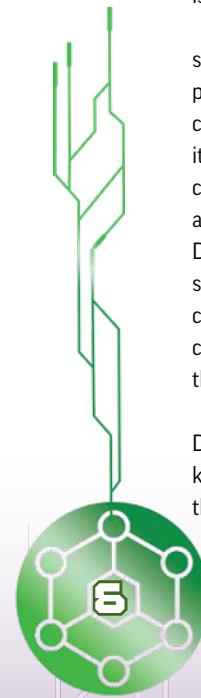
30+: When tekenkis prepare to fire their weapons during battle, the mechanical plating that covers their massive bodies like armor shifts, providing brief access to the beasts' interior. These openings, however, are only large enough to accommodate creatures' passage through the center of the beasts' chests. Flying, jet packs, propulsion vehicles, or other methods of transportation would be necessary to breach the armor's opening. What's inside the bodies of tekenkis is entirely unknown.

LANDING IN NEW VALOR

Once the PCs land on Daimalko, they can start looking for information about how to locate the specific tekenki that attacked the Aspis Consortium's meeting with the mysterious mercenaries who stole the Society's relics. New Valor is a remarkably small settlement, especially by standards of planetary landing zones for off-worlders, but the place is still a spectacle.

Read or paraphrase the following to set the scene.

Stepping out of the *Brass Clutch* reveals a bustling, haphazard scene. Just beyond the spaceport, rising all around are misshapen buildings made from chunks of iron, displaced bridge struts, and massive structural supports—blasted remnants of advanced architecture lashed together to form workable structures. Osmosis pipes snake toward flat rooftops, where lush gardens contrast with the dusty dirt pathways below. Gray-skinned humanoids, many wearing utilitarian jumpsuits, flit about, interspersed with all manner of peoples. In the distance to the north, toward the thick iron gates that separate the town from the wasteland beyond, stand four massive mechanical vehicles—bi- and tripodal robot-like units equipped with enormous guns and swords as appendages—that hulk above the skyline, seeming as if they gravely watch for threats from beyond the gates.



The PCs land in New Valor's starship port, called Point Embark, in a docking bay along with three other nearby Daimalkan starships, all disabled and seeming as if they have been parked for a while. This spot was reserved for the *Brass Clutch*, as Radaszam arranged for his starship's clearance and docking rights in Point Embark with the offices of New Valor's leaders, **Honara Tren** and **Zupisha Loralu** (NG female damai), well in advance of the mission.

Point Embark employs dozens of workers, all of whom are bustling around the small outdoor facility performing maintenance on the Daimalkan ships, checking cargo logs and inspecting the ships' contents, and generally planning the daily business needed for vessels that regularly perform flying missions. The starships parked in Point Embark are capable of space travel, although the Daimalkans primarily use them to fly about in the planet's low atmosphere to scout for far-off colossi, check in on other aboveground settlements, and make supply runs to and from faraway places.

Although they readily approved his request to land in New Valor, the Daimalkans offered no guidance to Radaszam for how to proceed in tracking down the tekenki in question. And because the Daimalkans are all absorbed in the many daily duties of a subsistence survival colony, there are no designated ambassadors beyond the starport's staff to lead the PCs around town. Instead, the Daimalkans have left the PCs to their own devices to decide how to move forward with their mission. The PCs may choose to chat with one or more of the starport's workers. See the Point Embark's Staff section for more details about how to roleplay Point Embark's workers, who each eventually suggest the courses of action in the Tracking Down the Tekenki section on page 8.

POINT EMBARK'S STAFF

If the PCs speak to a Point Embark worker, they meet one of the random characters listed below. When the PCs stop either of these workers, the employees begin speaking in Daimalkan, but quickly switch to Common once they realize the PCs come from off-world. The Daimalkans know that New Valor's Guardians and its air traffic controllers wouldn't have permitted an unauthorized ship to land, so they're happy to talk with the PCs and provide them with information, provided that the PCs are respectful and polite. Once the PCs make appropriate small talk with one of these characters, they suggest the possible courses of action described in Tracking Down the Tekenki.

Raluna Po (CG female damai): A senior bioengineer with the Point Embark starport, Raluna is a bubbly, zippy woman who is carrying a datapad and cheerfully, obviously counting to herself in Daimalkan when the PCs stop her. Raluna's job at Point Embark is to keep track of the age of the Daimalkan ships' biodegradable fuel, which is specifically formulated to be sustainable but expires after sitting idle for more than two weeks. Raluna takes her job very seriously, and when not actively engaged with others, she keeps track of the passing seconds verbally almost without realizing she's doing it. She's happy to talk with the PCs about her job, which she takes great pride in. When the PCs explain their mission to her,

NEW VALOR

NG survivalist colony

Population 6,000 (80% damai, 6% human, 14% other)

Government Council (Guardians Honara Tren and Zupisha Loralu [NG female damai])

Qualities Self Sufficient, Colossi Survivors

Maximum Item Level 13th

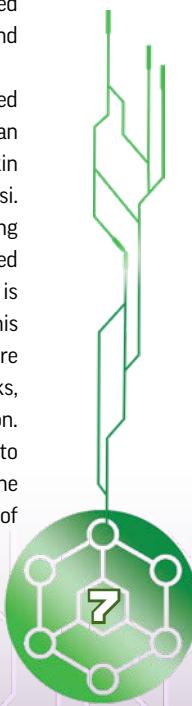
QUALITIES

Colossi Survivors The people of New Valor are descended from survivors of the Awakening, the cataclysm that turned their planet into a post-apocalyptic wasteland. All of the settlement's resources, from technology to research to the basics of daily existence, are poured into keeping the settlement safe from roving colossi. Outsiders who actively flout this mandate are ejected and banned from the settlement by orders of the city's guardians.

Self Sufficient New Valor engages in very little trade or political relations with other settlements on Daimalko, simply because such settlements are few and far between, and has almost no official interaction with other planets. As a result, the people rely only on themselves and their internal societal structures to provide for themselves, and they do not go out of their way to help or reach out to outsiders who visit their settlement.

Raluna explains that the guardians only carefully track colossi that roam within 50 miles of town, though she knows that some effort is spent to catalogue colossi who operate outside that range. Since the tekenki in question may have a history roaming the wasteland outside of New Valor, she recommends combing through the settlement's historical data of colossus activity. The easiest way to do so, Raluna says, is to check in with the gnome historian named Vedaspig in the large building next to the valkos, called Command Central, on the northern end of town.

Tristan Canardo (LN male human): A structural engineer tasked with inspecting and confirming the integrity of the Daimalkan ships' hulls, Tristan is heavily tattooed and augmented with skin art and body modifications espousing the majesty of colossi. Originally from Absalom Station, Tristan befriended a young Daimalkan immigrant as a child, and ever since has been obsessed with everything related to all forms of the planet's colossi. He is a fairly new resident of New Valor, having moved here after his months-long petitions to work in the settlement as an engineer were finally approved. Tristan is methodical and rote in his official tasks, finding them rather boring in contrast to his active imagination. However, once the PCs make it clear that they're attempting to track down a specific colossus, Tristan begins gushing about the beasts. He recommends that the PCs talk to the "brave directors of



the valko projects," and specifically a damai woman named Zulille, who he boasts is his friend and "one of the bosses in charge." Zulille is stationed in Command Central, the large building near the valkos on the northern end of town. Eager to eavesdrop on the PCs' mission, Tristan even follows the party to Command Central, only to be shooed away by staff as a menace and a colossus fanboy whose eagerness masks his foolishness.

TRACKING DOWN THE TEKENKI

There are a couple of different ways that the PCs can go about searching for information about their target tekenki and how to breach the creature's interior to retrieve the Society's relics. Allow the PCs to decide upon a course of action and pursue it, or have Radaszam provide suggestions if the PCs get stuck. Both of the available options result in some useful information if the PCs successfully pursue the strategy as noted, as well as information about **Luku Gaiul** (CN male damai), the colossus tracker who guides them through the next portion of the adventure.

As the players figure out their course of action, Radaszam can provide them with basic details, such as the fact that the valkos are obviously located on the northern end of the settlement, and that New Valor's colossus-tracking records are all based in the big building called Command Central, located next to the valkos.

The options for the PCs to move their mission forward are as follows.

Request Use of Valkos: The PCs may want to talk with the Daimalkans about the valkos kept near the city gates on the northern end of town. Although clearly visible from anywhere in the settlement, the mechs are surrounded by several layers of security, including a highly restricted zone that leads from their holding bays into the wilderness beyond New Valor. If the PCs approach Command Central or the research bays next to the valkos, the Daimalkans make it clear that the vehicles are strictly for use on approved missions only and that no one except the guardians themselves can authorize their use. Non-emergency missions are often approved months in advance, and strictly assigned to valko pilots who have trained for years.

However, the PCs are more than welcome to talk with Project Valko's Second Commander, **Zulille Wano** (N female damai), who often handles the rare tour of the valkos' holding facilities given to off-worlders. She also answers questions about how to hunt colossi, although there's nothing she is willing to do to officially aid the PCs in their mission, since the tekenki they seek is far from threatening New Valor itself.

Second Commander Wano is a very prim, buttoned-up military woman who clearly holds Project Valko and its mission to protect New Valor in high regard. She is deeply concerned about the size of the settlement and worries that the guardians' bonds with their orbs may not be enough to keep the people safe. She's always looking for new technology to augment the valkos' colossus-hunting capabilities.

If the PCs engage with the second commander in a deep discussion of cutting-edge robotics technology and succeed at

a DC 32 Engineering check (DC 37 in Subtier 9-10), she tells the PCs about the lifepulse beacons that Daimalkans once used to lure unsuspecting colossi into their hunters' traps. These beacons simulated the existence of a large enclave of intelligent creatures to activate the colossi's abilities to sense population centers. "It was a foolish protocol—so many died when plans went sideways," Wano says. "But if you can pinpoint where this specific tekenki roams, odds are good that there lifepulse beacons nearby. You could lure it toward you—if you're brave enough."

Regardless of whether this skill check is successful, the second commander tells the PCs that they should talk with Luku Gaiul, an older damai who once was part of Project Valko's colossus-hunting team but has since retired to focus on tracking colossi who roam much farther from the city. Gaiul spends most of his time in the crow's nest at the very top of Command Central. The second commander offers to alert Gaiul that the PCs are headed his way.

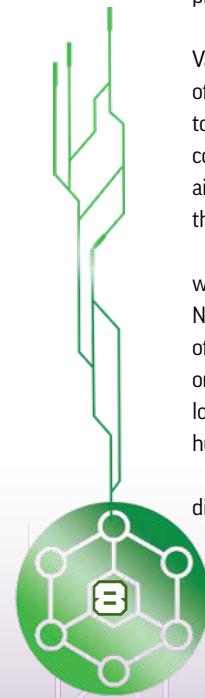
Examine New Valor's Colossi-Tracking Records: Although he has little in the way of details, Radaszam knows that New Valor keeps careful records of all colossi that roam within a certain distance of the settlement. With a little research and a successful DC 30 Computers check, or by simply asking any Daimalkan in the area, the PCs learn that the New Valorites keep careful tracking records of all colossi whose territory comes within 50 miles of New Valor. Because the tekenki they seek is known to roam 60 or more miles northwest from the settlement, the Daimalkans don't have official records of it.

However, there's a chance that the tekenki once roamed closer to the settlement. In that case, the town's meticulous historical records would have more information about it. The infosphere or the locals point the PCs toward **Vedasprig Makuree** (N female bleachling gnome), who is the official colossus historian in Command Central for all of New Valor. Vedaspring works in a small office in the middle of the sprawling building. The space is entirely jammed with schematics, some of them more than a hundred years old, showing complex tekenki movement patterns and documenting hunting as well as attack sites.

Vedaspring is a brilliant tactician and thinker, if nearly comically morose and blunt. When the PCs engage with her, she is prone to deadpanning the most dire of statements, such as "Statistics show that New Valor will be annihilated in no more than 10.2 years," and "Did you know that all colossi are capable of murdering up to 1,000 people in under 30 seconds?"

Unfortunately, Veda does not have any data on a tekenki known to roam around 60 miles northwest of New Valor. However, she is fascinated with history of all sorts. If a PC engages with her on any historical topics—especially one with a morbid bent—and succeeds at a DC 32 Diplomacy check (DC 37 in Subtier 9-10), Veda tells them that Daimalkan heroes in the past have had success entering the interior of a tekenki and escaping alive. Further, she tells them that the best way to do so is while the tekenki is distracted from those attempting to breach its armor.

Regardless of whether this skill check is successful, the historian tells the PCs that they should talk with Luku Gaiul, an



COLUSSUS HEIST

older damai man who is obsessed with far-reaching colossi and, in his retirement from Project Valko, focuses on tracking colossi who roam much farther from the city. Gaiul spends most of his time in the crow's nest at the very top of Command Central. The historian offers to alert Gaiul that the PCs are headed his way.

Development: Once the PCs resolve to meet with Luku Gaiul, proceed to the next portion of this adventure.

THE MOST DANGEROUS GAME

After the PCs explore New Valor a bit, they learn that their best bet to find more information about tracking the tekenki in question is a retired damai colossus tracker named Luku Gaiul. Gaiul was once a key member of Project Valko and led its official colossus-tracking team, which uses cutting-edge Daimalkan technology to track colossi using heat and magic signatures within 50 miles of New Valor. Two decades ago, Gaiul's singular dedication to this pursuit led to many advancements in tracking technology and techniques that are still in use today.

However, when the immediate threat of colossi close to the settlement waned—through a combination of Project Valko's colossus hunters and the settlement's talented guardians—Gaiul became obsessed with the unknown. Certain that colossi that roam farther from the settlement would eventually launch surprise attacks on New Valor, Gaiul retired from Project Valko to focus on researching these more far-flung threats. Gaiul makes regular treks into the blasted wilderness, sometimes up to hundreds of miles away from town, to catalogue colossi and track their movements.

Although they're skeptical his research will ever prove terribly useful, New Valor's guardians respect the contributions Gaiul has made to Project Valko, and so they have granted him permission to build a research station in a crow's nest that stretches high above Command Central. When he's not out in the field, Gaiul spends most of his days there, filling out maps, compounding on his notes, and looking for similarities in colossi's travel patterns that might indicate an imminent attack.

Gaiul's obsession with tracking and taking down colossi stems from more than his history on Project Valko. The tracker in fact hails from the Refuge, the collective name for underground bunkers where the descendants of Daimalkan survivors of the Awakening live. When he was a teenager, he participated in a surface colonization mission that went terribly awry. After not heeding their guardian's warnings to wait a fortnight before embarking on the mission, the colonists emerged onto the surface a few hundred miles from New Valor and were almost immediately set upon by a kyokor.



LUKU GAIUL

The beast horrifically mutilated and ate all of the colonists, and only Gaiul escaped—though he lost an eye when a loose boulder struck him in the face as he fled. The traumatized young damai made it to New Valor broken, bleeding, and barely alive. Ever since, he has vowed to contribute to as many colossi deaths as possible in recompense. He's fond of dramatically explaining and extrapolating the threat colossi pose to New Valor, as well as telling grisly stories about the kyokor attack that took his eye. When the topic of rampaging colossi comes up, Gaiul often points to his eye patch, calling it "my socket of wisdom" as he explains his firsthand experiences with the horrific beasts. Gaiul has refused cybernetics to replace the eye, citing that he "sees more clearly without it."

When the PCs go to meet with Gaiul, they must climb 50 stories of steep stairways to reach the top of his crow's nest above Command Central. At this point, read or paraphrase the following.

After what seems like an interminable stretch of ascending stairs, the corridor widens into a circular room with transparent aluminum-paned windows on all sides. The crow's nest offers an unparalleled view of haphazard New Valor and the blasted landscape beyond. The room itself is cluttered with half-moon desks and digital signboards, all showing a mess of electronic and holographic displays of colossi anatomy, overland maps, travel routes, and the like.

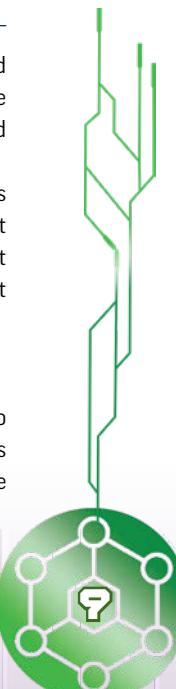
In the center of the room is what appears to be a small fitness area, with a weight bench, a pull-up bar, and a steel-sided treadmill. Hanging from the pull-up bar by one arm is an aged but heavily muscled damai man, a long braid hanging down from his short white hair and a heavy eye patch over one eye. After heaving a pull-up and grunting with exertion, he takes a drag off the cigarette in his other hand, drops to the floor, and strides over toward his visitors.

This man is Luku Gaiul. Even if Vedasprig or Second Commander Wano didn't message him to say the PCs were coming, the grizzled old colossi tracker doesn't seem surprised to see them.

"Yeah?" he grunts as he walks toward the heroes. He stubs his cigarette on his leather pants and flicks it aside. "And what do you want—can't you see I'm busy?" Unless the PCs succeed at a DC 30 Diplomacy check, Gaiul waves them off and insists that they schedule an appointment to speak with him the next day.

MEETING THE VETERAN

When the PCs do end up speaking with Gaiul, allow them to explain their mission to him. As soon as the colossi tracker hears the absurd nature of the PCs' goals, his ears perk up, and he becomes less grumpy.



Gaiul immediately moves to a display showing numerous tactical maps and zooms in on the general area the PCs describe—about 60 miles northwest of New Valor. He nods, slapping the screen. “Yep, it’s just like you say. A tekenki roams there, and a big ‘un. Bet that’s the bastard that et your relics. I could show you exactly how to get there.” He points to his eye patch. “Sure as that kyokor stole my eye.”

Further, Gaiul explains that, as the PCs might already know or suspect, it’s very possible to breach the belly of a tekenki and retrieve something the beast has consumed. However, there is only one way to accomplish that unlikely goal: the PCs must enter a breach in the tekenki’s armor that opens only while the creature is preparing to fire its weapons in battle. The best way to do that, Gaiul explains, is to set up a battle between the tekenki and another colossus, wait for the fight to begin, and then propel themselves through the tekenki’s open armor plates before the battle heats up.

Gaiul then explains the lifepulse beacons, which the New Valorites installed throughout the wastelands of Daimalko more than 70 years ago. The beacons simulate the existence of many intelligent creatures in one area, activating colossi’s ability to sense the masses and lure them into the waiting arms of early-generation valkos. The technique was abandoned before Gaiul was born, but the beacons still exist, and Gaiul knows of a field of triangulated beacons near the tekenki’s roaming grounds. It’s in a location known as the Dead Reef—before the Awakening, it was on the floor of the sea, but now the dangerous terrain is a desert and a prime stalking ground for colossi.

“No idea whether the beacons there still work,” the tracker says, “but I reckon you could get ‘em in order again with a little attention. Sing the siren song of a mess o’ people and those colossi’ll come your way like flies to fluorescent lights.”

Gaiul states that he has an all-terrain transport vehicle outfitted with automatic weapons and cloaking devices that he uses for his own treks into the wilderness. Further, the transport vehicle is outfitted with a propulsion pod that can fit a number of creatures equal to the number of PCs. Gaiul keeps it as an emergency escape pod, but he explains that it could be used to propel the PCs from the vehicle into the tekenki’s breached armor.

Gaiul recognizes that the PCs need to travel to the Dead Reef to rile up the tekenki and another passing colossus to battle, but he’s skeptical about whether he should escort the PCs out there or help them with their goal at all. After all, he reasons, the PCs are amateur off-worlders, and it’s likely their mission will just end in death.

If the PCs wish to try to impress Gaiul, they can do so in a number of different ways. A particularly physically strong PC can attempt a DC 32 Athletics check to perform a feat of impressive weight lifting, showy pull-ups, or impossible sprinting on the treadmill. A PC who has wilderness survival skills can attempt a DC 32 Survival check to expound upon the techniques and precautions they plan to take in the rugged wilderness. A PC who wishes to one-up Gaiul’s stories about fighting colossi

can attempt a DC 32 Intimidate or Bluff check (whichever is appropriate) to tell a truly horrifying and impressive story of their own. A PC with a deep knowledge about alien life forms, particularly Daimalkan colossi and other enormous horrors, can attempt a DC 32 Life Science check to prove their expertise. If a PC plays on Gaiul’s hatred of colossi while attempting any of these checks, reduce the DC by 5. Succeeding at any of these checks impresses Gaiul.

Development: If two or more of the PCs successfully impress Gaiul (one success if there are four or fewer players), then the veteran Daimalkan agrees to take the PCs and Radaszam to the Dead Reef in his modified all-terrain transport vehicle. Gaiul offers the PCs use of his propulsion pod once the tekenki’s armor has parted, and he helps them with their mission. In this case, the PCs are free to leave New Valor with him in his colossi-tracking vehicle at any point.

If the PCs don’t impress Gaiul, they’ll have to find their way on foot to the Dead Reef, the coordinates of which Gaiul gives them, even if he won’t escort them there himself (although he eventually shows up in his vehicle right before the colossi battle begins; see page 12). The PCs also have to find another way besides Gaiul’s propulsion pod to breach the tekenki’s open armor. Once the PCs set off toward the Dead Reef, proceed to the next portion of this adventure.

Treasure: Prior to the PCs departure, Luku Gaiul provides the PCs with some extra equipment for their journey. In Subtier 7–8, the trove includes an incapacitator with a standard battery (20 charges), an aphelion laser pistol with a high-capacity battery (40 charges), and a D-Suit III. In Subtier 9–10, the trove instead includes an ultrathin dagger, a yellow star plasma pistol with a high-capacity battery (40 charges), and a set of squad hardlight series armor.

Rewards: If the PCs fail to discover a means of entering the colossus on their own, it takes much longer for Radaszam to come up with the necessary plans. As a result, the mission takes longer than anticipated; reduce each PC’s credits earned by the following amount.

Subtier 7–8: Reduce each PC’s credits earned by 1,180.

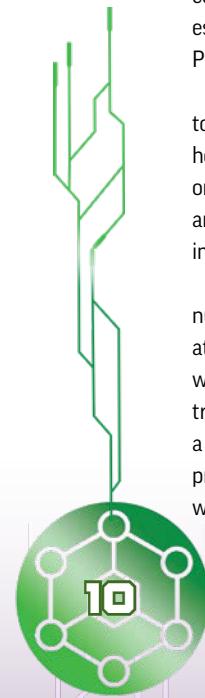
Out of Subtier: Reduce each PC’s credits earned by 1,865.

Subtier 9–10: Reduce each PC’s credits earned by 2,550.

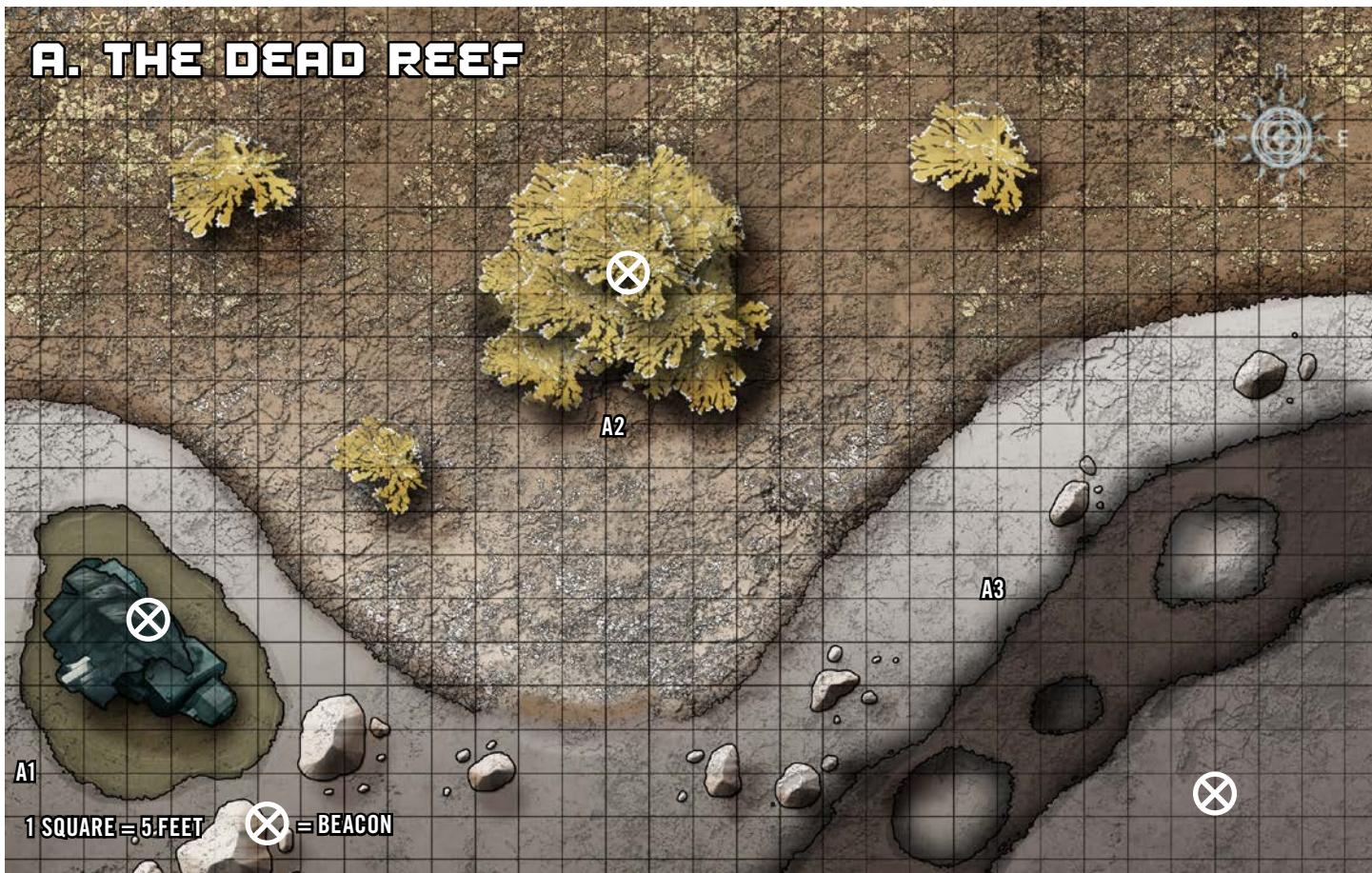
A. THE DEAD REEF

This region of Daimalko is about 65 miles northwest of New Valor and takes only a couple of hours to reach via vehicle, or nearly a full day to reach on foot. Once, this area was about half a mile off the coast, under 40 feet of ocean. Since the Awakening, however, it’s remained a dusty, desiccated stretch of wasteland.

The prominent ridge that bisects this area on the map on page 11 was once a shelf on the ocean floor. Now, with the exception of two sloped passageways, it’s a sheer drop down of five feet. The area is otherwise strewn with boulders as well as dead coral reefs as shown in area **A2**, and a prominent cave system in area **A3** formed from volcanic rock in the area’s southeastern corner.



A. THE DEAD REEF



Squares with rocks or boulders in them are difficult terrain. More information about each of the three distinct areas in this region are found in the sections that follow.

Activating the Lifepulse Beacons: Once the PCs reach this area, their goal is to reactivate all of the lifepulse beacons. Reactivating a lifepulse beacon requires a successful DC 37 Computers check (DC 42 in Subtier 9-10) as a full-round action. PCs can re-attempt this check if it fails, but after the third failure, the beacons become entirely nonfunctional and cannot be reactivated.

There are three total lifepulse beacons; one in each area, as indicated on the map. The PCs need not successfully activate all of the beacons, but as long as they've attempted to activate all three beacons and have successfully activated at least one, they advance to the Development section on page 12. If they attempt and fail to activate all three beacons, Luku Gaiul successfully activates one of the beacons, triggering the Development portion of this section. If he travels with the PCs, it takes him 1 minute to activate a beacon. If he is not with the PCs, in 10 minutes he arrives in his transport vehicle and activates a beacon while chiding the PCs for their failure and need to rely on outside assistance.

If Luku Gaiul is with the PCs while they attempt to activate the beacons, he can drive them around most of the map, although his vehicle cannot traverse the five-foot sheer drop. Nevertheless, if the damai is within 30 feet of a PC while they try to reactivate a beacon, his advice reduces any necessary skill checks by 5, including the Computers check required for reactivation.

A1. SUNKEN VALKO

A wide pit bubbling with a quicksand-like substance opens its gaping maw in the ground here. Half submerged in the pit is a mechanical, robot-like vehicle that looks like a crude progenitor of the robotic valkos kept in New Valor: its bipedal form is rough and rudimentary, and its saw blade appendages dangle half-torn from its body. Every few seconds, sparks of electricity shoot from the robot and course into the air and throughout the sand below.

What was once an underground hot spring was turned into a pit of caustic quicksand by the Awakening. Early in New Valor's colossus-hunting days, a first-generation valko was destroyed in this pit, where it remains today, its advanced electronics still reacting dangerously to contact with the quicksand. A lifepulse beacon sits atop the submerged valko's "head"—the result of a failed attempt to move the triangulated beacons long ago.

To activate the lifepulse beacon in this area, the PCs must reach the top of the submerged valko. The robot protrudes 30 feet from the surface of the quicksand and requires a DC 25 Athletics check to scale (DC 27 in Subtier 9-10). The robot's head is only large enough to accommodate two Medium-sized PCs standing on it, or one Large-sized PC. Alternatively, a PC can simply fly to the top if they possess a means of flight.



Hazard: The body of the disabled valko sparks dangerously, and the quicksand not only restricts movement but also deals persistent acid and electricity damage.

A PC who stands on the valko or flies within 10 feet of it takes 5d6 electricity damage (6d6 in Subtier 9-10; Reflex DC 22 or 24 for half) each round they begin their turn.

A PC who falls into the pit must make a successful DC 32 Athletics check to escape the quicksand. Each round a PC remains in the quicksand, they take 8d6 electricity damage and 8d6 acid damage (10d6 each in Subtier 9-10).

A PC who succeeds at a DC 32 Engineering check can disable the electricity coursing through the valko for 1 minute, although there is no skill check to avoid the electricity or the acid damage from total immersion into the quicksand pit.

A2. DEAD CORAL REEF

This brittle, sun-bleached coral reef flashes under the hot sun in pallid shades of pink, green, and blue. Its once-supple arms now claw toward the sky like skeletal hands, wrenched in the agony of so much lost ocean lost.

This dead coral formation is 60 feet tall at its highest point. The structure is made of fragile dead coral, and a lifepulse beacon is entangled at the formation's top. The smaller coral formations are each 30 feet tall.

To activate the lifepulse beacon, the PCs must climb 50 feet up the coral formation or fly near that point where the beacon rests entangled in the coral. Scaling the formation requires a successful DC 32 Athletics check (DC 37 in Subtier 9-10). Further, the coral is peppered with razor-sharp barbs, and every 2 rounds the PCs spend climbing, they must make a successful DC 22 Reflex saving throw or take 4d6 piercing damage. PCs don't have to make this save if they reach the lifepulse beacon and don't progress further into the coral. However, a PC who flies in must still succeed at one save to reach the beacon without taking 6d6 piercing damage.

The coral formation has no hardness, and the PCs could deal 70 points of damage to it (90 points of damage in Subtier 9-10) to destroy it. In this case, the lifepulse beacon falls to the ground, but the PCs can only attempt to activate it once before it becomes entirely nonfunctional.

A3. BLEACHED CAVERN (CR 8 OR CR 10)

This two-tiered cavern of rough volcanic rock rises ominously from the desiccated ground. Its wide opening reveals a murky interior even as circular openings in the lower tier allow in shafts of light.

The ceiling of this shorter, northwesternmost portion of this cavern is 15 feet tall, while the taller, southeastern portion is 30 feet tall. Excepting the sheer drop between portions, the top of the cavern is normal terrain, and the PCs shouldn't be entering the cavern during this encounter.

There is a lifepulse beacon on top of the cavern in the middle of the cavern's taller, southeastern portion.

Creatures: A sharpwing nest resides within the cavern. When the PCs come within five feet of the two largest holes in the ceiling of the cavern's shorter portion, a sharpwing (two sharpwings in Subtier 9-10) flies through the opening and attacks the nearest PC. If no sharpwings have attacked and one or more PC attempts to fly over the openings in the cavern's shorter portion, no matter how high above the cavern the PC is, the sharpwing attacks.

SUBTIER 7-8 (CR 8)

SHARPWING

CR 8

Large animal (*Starfinder Alien Archive 102*)

HP 125

TACTICS

Morale The sharpwing is viciously protecting its nest, so as long as the PCs are on or within 20 feet of the cavern in area **A3**, the creature fights to the death. It does not pursue the PCs farther than this radius, however.

SUBTIER 9-10 (CR 10)

SHARPWINGS (2)

CR 8

Large animal (*Starfinder Alien Archive 102*)

HP 125 each

TACTICS

Morale The sharpwings are viciously protecting their nest, so as long as the PCs are on or within 20 feet of the cavern in area **A3**, the creatures fight to the death. They do not pursue the PCs farther than this radius, however.

Treasure: A PC who succeeds at a DC 35 Perception check can uncover some stored goods in the sharpwing nest. The goods include 4,000 credits worth of gemstones and jewelry, as well as a *mk 3 ring of resistance*. In Subtier 9-10, the stash also includes a *pearly white spindle aeon stone*.

Development: Once the PCs activate all three lifepulse beacons, the sharpwings quickly retreat from the area.

Rewards: If the PCs fail to activate all of the beacons, reduce each PC's credits earned by the following amount.

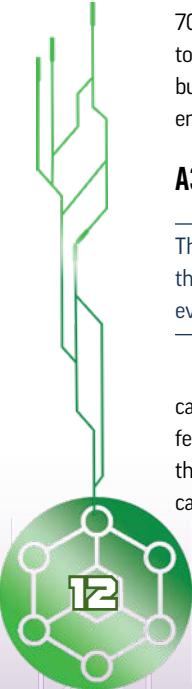
Subtier 7-8: Reduce each PC's credits earned by 1,000.

Out of Subtier: Reduce each PC's credits earned by 1,825.

Subtier 9-10: Reduce each PC's credits earned by 2,650.

COLOSSI FIGHT!!!

Once the PCs have attempted to switch on all three lifepulse beacons, as long as one is successfully activated, the takenki in question and a nearby kyokor begin to make their way toward the Dead Reef. At this point, if Luku Gaiul did not travel to the Dead Reef with the PCs, he appears on the southern horizon driving his altered transport vehicle, just in time for the PCs to notice him as the colossi enter the scene. Read or paraphrase the following.



A high-pitched whine blares from the triangulated lifepulse beacons. In mere moments, the ground begins to rhythmically rumble—softly at first, and then louder and more forcefully, as if a mighty earthquake were shaking the land. Cresting over the horizon strides a six-legged mechanical monstrosity that would dwarf any building in New Valor. A deafening whirring sound rends the air as the creature's eyeless head turns laser-like toward the tiny heroes scampering on the ground. "There she is!" screams Luku Gaiul as he laughs maniacally, spittle streaming from his mouth. "There's your tekenki!"

More earthquake-like shocks shake the ground as, this time in the opposite direction, another massive horror comes into view. Seemingly straight out of a nightmare, this bipedal behemoth is covered in chitinous plates, its beady red gaze glowing from an armored skull underneath what looks like a crown of teeth. "More company!" Gaiul exults, still screaming in glee. "We'll have a tekenki-kyokor fight on our hands, my friends!"

In a matter of seconds, the beasts see each other. In a split second of eerie stillness, only a guttural growl and the clanging of what sounds like a readying machine gun echoes. The kyokor raises its clawed arms, and the tekenki's body armor visibly shifts, revealing a telltale opening in its chest and belly. "There!" Gaiul shouts, pointing at the opening. "There's your target!"

Suddenly, the air itself explodes into motion. The two colossi barrel toward each other, roaring in a nightmarish cacophony. The colossi battle is about to commence!

No matter where the PCs are when the colossi battle breaks out, they must succeed at a DC 22 Reflex save (DC 24 in Subtier 9–10) or fall prone from the earthquake-like shaking of the commencing fight. If the PCs look toward Luku Gaiul, they see that not only has he avoided falling, but that he's actually anticipated this moment and gracefully done the splits to avoid losing his balance (if Gaiul was driving, he has climbed onto the top of the transport vehicle to avoid being jostled and is still holding his pose).

For his part, Radaszam still accompanies the PCs, whooping and cheering the entire time they act to get themselves into position to breach the tekenki's armor. "What a way to feel alive!" the vesk faction leader shouts. "I knew this would be the mission of a lifetime!" However, while this portion of the adventure unfolds, Radaszam makes it clear that he doesn't intend to enter the tekenki himself. "I'm not one for flying," he says. "Besides, you maniacs need all the support you can get from the ground."

Positioning Under the Tekenki: At this point, the PCs need to position themselves underneath the tekenki and propel themselves 30 feet upward to grab hold of the colossus's armor and hoist themselves inside the beast.

The PCs have 2 minutes, or 20 rounds, to enter the breach in the tekenki's armor before the opening shuts and the colossi battle fully begins. As long as one PC manages to climb inside the tekenki's innards, it's possible that PC can reopen the tekenki's armor breach to let the others reattempt to enter the creature (see the control terminals in areas B1, B6, and B7).

SCALING ENCOUNTER A3

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

Both Subtiers: The sharpwing(s) has the sickened condition.

SHARPWING



STARFINDER SOCIETY SCENARIO

If Gaiul is driving his transport vehicle with the PCs inside, the damai tracker can maneuver the vehicle in the correct position, but the PCs must climb inside the vehicle's propulsion pod and succeed at a DC 32 Engineering check (DC 35 in Subtier 9-10) to release the pod at the correct time. If the PCs fail this check, the pod is released but is not propelled high enough, and the PCs must spend 1 round to re-enter the pod. At this point, they can attempt this check again. For his part, Gaiul continues to drive underneath the tekenki until the PCs successfully propel themselves inside the creature.

If the PCs drive their own vehicle, due to the hazardous nature of this task, they must succeed at a DC 30 Piloting check (DC 34 in Subtier 9-10) to position their vehicle in the correct place underneath the tekenki. Then, they must find a method of propelling themselves upwards 30 feet into the tekenki's opening in its armor. If the PCs are on foot, they must wait 3 rounds for the tekenki to move into the correct position, and then they must propel themselves upward through its armor.

Entering the Tekenki: Regardless of how the PCs propel themselves upward, once they've done so, they must succeed at a DC 20 Reflex save (DC 22 in Subtier 9-10) to scramble through the armor's opening before it closes on them. If they fail this save, they still manage to pull themselves inside, but they take 4d6 bludgeoning and 4d6 slashing damage while doing so.



Once the PCs have entered the tekenki, the next portion of the adventure begins.

B. TEKENKI INNARDS

The final portion of this adventure takes place inside a tekenki—an ancient Daimalkan colossus older than both the holy Queendom of Ykarth and the psychic Confederation of Volkaria, the highly advanced Daimalkan civilizations that fell during the Awakening.

The entire atmosphere inside the tekenki is a bizarre and unsettlingly alien mix of technology and biology. The interior is rather expansive and seems to have been fabricated from a dark-colored metal, although the structure is lacking the rivets, joints, and other obvious signs of normal construction. Covering many of these metal surfaces are what look like disgusting, dark-green polyps ranging in size of that of a human's fist to several feet in diameter.

A greenish glow permeates the entire area, giving off normal light. The ceilings here are all 20 feet high. Unless otherwise stated, the walls are 6 inches thick and made of polycarbon plate, giving them hardness 45 and 360 Hit Points.

Once the PCs have run out of time to enter the tekenki's breached armor (see the Positioning Under the Tekenki section on page 13), as long as one or more PCs has entered the creature, read the text in area **B1**.

Society Relics: As shown on the map, the missing Society relics are located in the eastern portion of area **B1**, the center of area **B3**, and inside the brain tank in area **B4**. The relics are all unharmed, though in difficult places to retrieve. All are hybrid items that appear to have a caster level of 20th when examined with a *detect magic* spell.

THE BATTLE OUTSIDE

This portion of the adventure sees the PCs searching through the guts of a tekenki while the colossus is battling another monstrosity. As such, there are incredible noises, jolts of movement, and surges of technological and magical power throughout this portion of the adventure while the tekenki is locked in mortal combat with a kyokor.

Every minute the PCs remain inside the tekenki, roll on the table on page 17 to determine which effect stemming from the colossi battle affects the tekenki's interior and, by extension, the PCs. In general, one of the random effects should be ongoing for the entirety of a round-by-round combat encounter. However, if an encounter lasts more than 10 rounds, at the beginning of the 11th round, roll on the table to determine a new effect.

B1. GULLET BAY

With a massive shudder of the entire beast's body, the breach in the tekenki's armor closes, revealing a greenish glow throughout this bizarre environment. These are indeed the mechanical creature's guts, but the surroundings look neither

COLUSSUS HEIST

entirely technology nor biological. The advanced machinery appears to be covered in what look like pulsing, dark-green polyps. A narrow corridor ahead offers no clues as to the nature of this place—it simply leads deeper into the tekenki's guts.

This is the bay area of the tekenki's innards. The "door" to the south is the breach in the beast's armor that opens before its weapons are winding up for battle and as its weapons are winding down.

The door can't be opened through manipulating it. However, the computer consoles to the north of this area can be hacked and the breach can be forced to reopen for 1 minute. Hacking a console and opening the bay door requires a full round and a successful DC 35 Computers check (DC 38 in Subtier 9-10).

The walls that lead to the laser grids (see the Hazard section below) are made from thin aluminum. They each have hardness 10 and 15 Hit Points. More important, a *detect magic* spell can penetrate them (see the Development section below).

Hazard: The easternmost and westernmost portions of this area are latticed with powerful laser grids that stretch from the floor to the ceiling. If the PCs peer into these areas, the bright light from the lasers illuminates slots in the area's thicker outer walls where some sort of devices were clearly once present, but have long since been stolen. A successful DC 30 Perception check or a successful DC 15 Intelligence check reveals that it's likely these laser grids were once protecting something important within the tekenki.

If the PCs wish to traverse the laser grids (and they will want to retrieve the relic on the easternmost side), they can move at quarter speed through the area and make a successful DC 30 Reflex saving throw to avoid taking any damage from the lasers. If they fail a Reflex saving throw, they take 6d6 fire damage. If the PCs attempt to move at half speed, they take 8d6 fire damage on a failed saving throw. If they attempt to move at full speed, they take 12d6 fire damage on a failed saving throw.

Development: Deep within the laser grid in this area's eastern portion lies one of the Society's lost relics. Because the aluminum walls separate this area's main corridor and the laser grids are so thin, a *detect magic* spell cast anywhere in this area easily identifies the relic's presence. (The other relics are in areas **B3** and **B4**, as shown on the map.)

Rewards: If the PCs fail to recover the relic, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 900.

Out of Subtier: Reduce each PC's credits earned by 1,600.

Subtier 9-10: Reduce each PC's credits earned by 2,300.

B2. EAST POWER GRID (CR 9 OR CR 11)

Thick, silvery metal conductors snake in a geometric pattern in this area's center. Thick bolts of electricity course among the conductors, creating a beautiful but deadly dance of lights from the floor to the ceiling. Three bodies lie haphazardly on the floor, their limbs and faces contorted unnaturally.

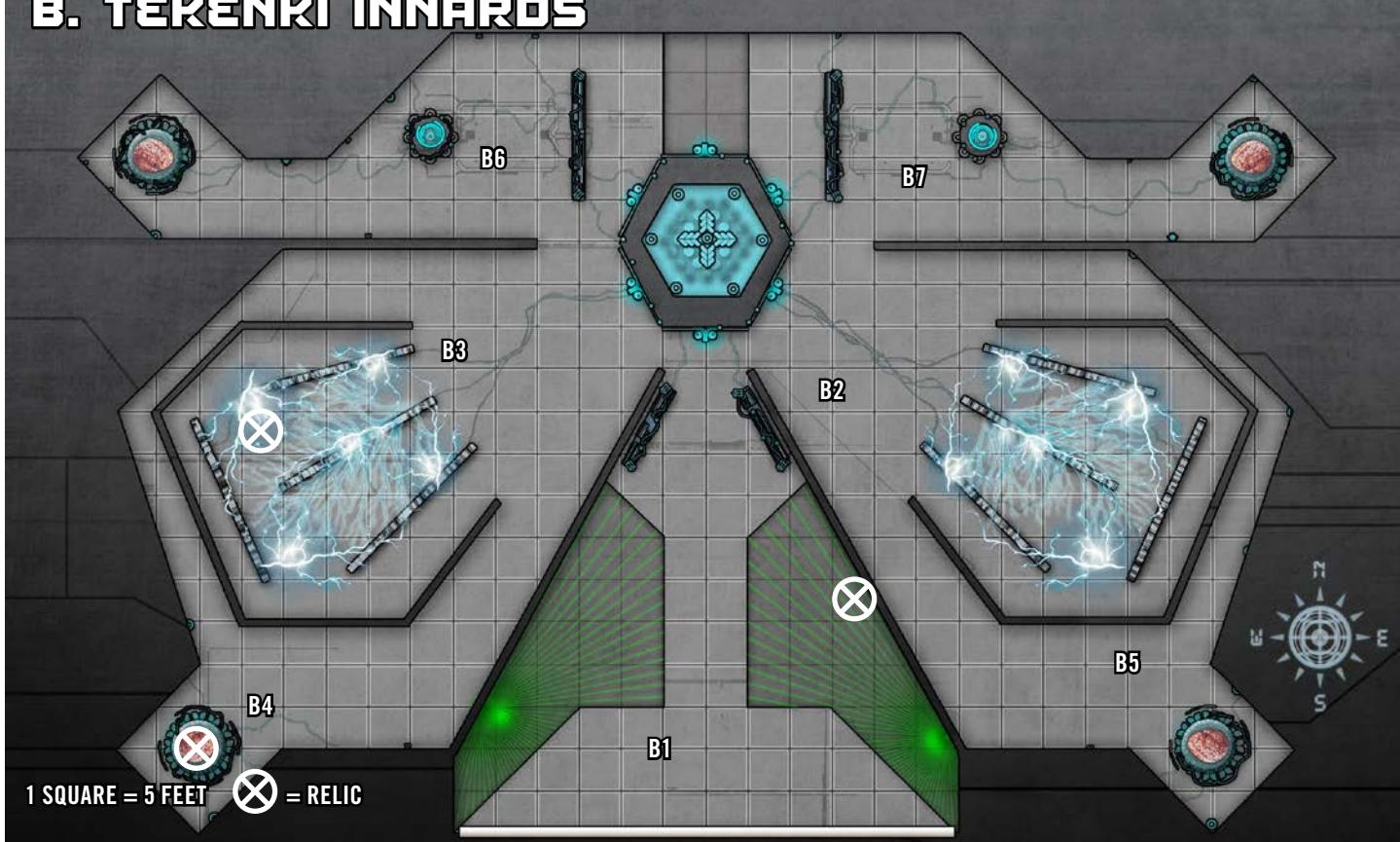
SCALING ENCOUNTER B2

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

Both Subtiers: The scavenger slime(s) has the sickened condition.



B. TEKENKI INNARDS



The electrical power grid here provides self-sustaining energy to help power the tekenki and is vital to many of its core operations.

Hazard: The power grid courses from the tekenki's floor to its ceiling, and it cannot be switched off from this area (though see area B8). A PC can move at normal speed through this electrical grid even while power courses through it. Each round a PC remains within the electrical grid, they take 6d6 electricity damage (Reflex DC 22 or 24 for half).

Creatures: The mercenaries were dead when the tekenki swallowed them, and that has made them prime targets for the scavenger slimes that have parasitically inhabited the tekenki's innards for generations. In Subtier 7-8, one scavenger slime attacks the PCs. In Subtier 9-10, two scavenger slimes attack.

SUBTIER 7-8 (CR 9)

SCAVENGER SLIME

CR 9

Large ooze (Starfinder Alien Archive 100)

HP 145

TACTICS

Before Combat The scavenger slime lurks behind the conductor that forms the northern end of the power grid. If the PCs don't notice it there, it attacks when they examine one or more of the bodies on the floor.

Morale The scavenger slime fights to the death.

SUBTIER 9-10 (CR 11)

SCAVENGER SLIMES (2)

CR 9

Large ooze (Starfinder Alien Archive 100)

HP 145 each

TACTICS

Before Combat One scavenger slime lurks behind the conductor that forms the northern end of the power grid. The other lurks behind the conductor that forms the southwestern end. If the PCs don't notice either of the slimes, both of them attack when the PCs examine one or more of the bodies on the floor. They each attack the nearest creature.

Morale The scavenger slimes fight to the death.

Development: If the PCs examine the bodies on the ground, they don't need to make a Medicine check to be able to tell that these are humans who died within the last couple of days. Their injuries are horrific, and in all cases at least one of their limbs is only a mess of congealed gore. A PC who succeeds at a DC 25 Medicine check notes that this massive trauma is consistent with the weapons of the tekenki, and that it's likely the tekenki killed these unfortunate individuals before it consumed them.

The humans carry a distinct lack of identifying documentation or insignias on their clothing. However, if the PCs sort through their personal comm units, a successful DC 32 Computers check reveals reams of digital reconnaissance data about the Starfinder Society, the Lorespire Complex, and the Safe where the stolen

relics resided. Succeeding this check by 5 or more also reveals that the mercenaries received a gift basket of fruits from a mysterious source during their journey from Absalom Station to Daimalko.

B3. WEST POWER GRID

Thick metal conductors snake in a geometric pattern in this area's center. Bolts of electricity course among the conductors, creating a beautiful but deadly dance of lights from the floor to the ceiling.

The electrical power grid here provides self-sustaining energy to help power the tekenki and is vital to many of its core operations.

Deep within this power grid lies one of the Society's missing relics. A *detect magic* spell cannot penetrate the grid's thick conductors, although such a spell would detect the hybrid item (caster level 20th) when cast directly to the east of the grid. A PC who succeeds at a DC 35 Perception check (DC 38 in Subtier 9-10) notes the presence of the object hidden within the conductors.

Hazard: The power grid courses from the tekenki's floor to its ceiling, and it cannot be switched off from this area (though see area **B8**). A PC can move at normal speed through this electrical grid even while it's on. Each round a PC remains within the electrical grid, they take 6d6 electricity damage (Reflex DC 22 or 24 for half).

Rewards: If the PCs fail to recover the relic, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 900.

Out of Subtier: Reduce each PC's credits earned by 1,600.

Subtier 9-10: Reduce each PC's credits earned by 2,300.

B4. WEST BRAIN TANK (CR 9 OR CR 11)

This dark alcove contains a single overbearing feature: a rounded tank stretching from the floor to the ceiling. Green liquid sloshes

SCALING ENCOUNTER B4

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

Both Subtiers: The caypins have the sickened condition.

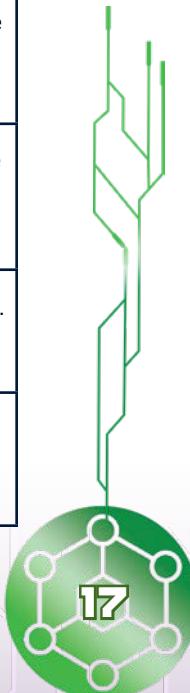
about in the tank as the tekenki sways, causing the vessel's strangely inscribed metal frame to creak and groan. In the middle of the tank, a suspended, pulsing biological mass hangs, ragged tendrils of tubing and flesh dangling from it like vestigial tails. A dark mass lies eerily still at the bottom of the tank.

This is one of four brain tanks that control the tekenki's strangely advanced intelligence. A successful DC 35 Perception check reveals that the top of the tank's metal frame appears to have been wrested off, affording free access into the liquid.

If a PC fully submerges themself in the tank's liquid (see the Development section below), they are assaulted with horrific images of all manner of awful biological and technological colossi being forged in enormous underground workshops, screaming in pain and terror as massive mechanical arms form their bodies from building-sized masses of metal and flesh. The PC must make a successful DC 30 Will saving throw or be paralyzed for a number of rounds equal to her Constitution modifier.

Creatures: Lurking in the southeastern and southwestern corner of this area are two two-headed caypin (or two voracious two-headed caypins in Subtier 9-10). These creatures made their

D4	RANDOM COLOSSI BATTLE EFFECT
1	Jolts of electricity course throughout the walls and ceiling, amping up all electrical currents in the innards. For the next minute, all variable electricity damage dealt with in the innards always does the maximum amount of damage (for example, the power grids in areas B2 and B3 deal 36 points of damage). If a weapon or effect that deals electricity damage would allow a saving throw to halve or avoid the damage, it still allows that saving throw as normal. Any creature who touches a wall or ceiling takes 36 electricity damage (Reflex DC 22 or 24 for half).
2	The tekenki's hulking frame lurches wildly, likely the result of a massive blow it's suffered from the kyokor. For the next minute, at the beginning of every round, all creatures in combat inside the tekenki must make a successful DC 20 Reflex saving throw or lose their move action on their turn. This effect does not affect creatures outside of combat, since while not under immediate attack it's far easier to avoid being thrown off balance.
3	The strange, greenish glow lighting the tekenki's interior flickers, giving the entire innards an even more eerie vibe. For the next minute, each round there is a 25% chance that the lights shut off, shrouding all areas of the innards in nonmagical darkness for the duration of the round.
4	A piercing and seemingly unending roar escapes the tekenki as it cries out in agony, frustration, fear, or maybe all three. For the next minute, each round all creatures inside count as being deafened and must communicate using non-verbal means.



STARFINDER SOCIETY SCENARIO

way into the tekenki when the metallic monstrosity temporarily entered a nearby swamp and a new colossus confronted it, prompting the opening of the tekenki's access ports.

SUBTIER 7-8 (CR 9)

TWO-HEADED CAYPIN (2)

CR 7

Starfinder Alien Archive 151, 26

N Large magical beast (aquatic)

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +18

DEFENSE

HP 90

EAC 18; KAC 20

Fort +10; Ref +10; Will +5

Defensive Abilities unflankable

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +14 (3d4+13 P)

Multattack 2 bites +11 (3d4+13 P)

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

Offensive Abilities feeding appendages

TACTICS

Before Combat If the PCs don't notice the caypin lurking in the corner, it attacks as soon as a PC moves adjacent to the tank.

During Combat The caypin targets the nearest opponent, making multattacks

when able with both of its bite attacks.

Morale The caypin fights to the death.

STATISTICS

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

Skills Acrobatics +13, Athletics +13 (+21 when swimming), Stealth +18

Other Abilities amphibious

SPECIAL ABILITIES

Feeding Appendages (Ex) Instead of a lower jaw, a caypin has a mass of writhing eye stalks that grant the creature sight and also chew its food with tiny, lamprey-like mouths. As a move action, a caypin can detach these appendages (or reattach any adjacent appendages), which are capable of ambulating on their own and transmitting visual data back to the caypin. An appendage that moves farther than 100 feet from the caypin's body immediately dies.

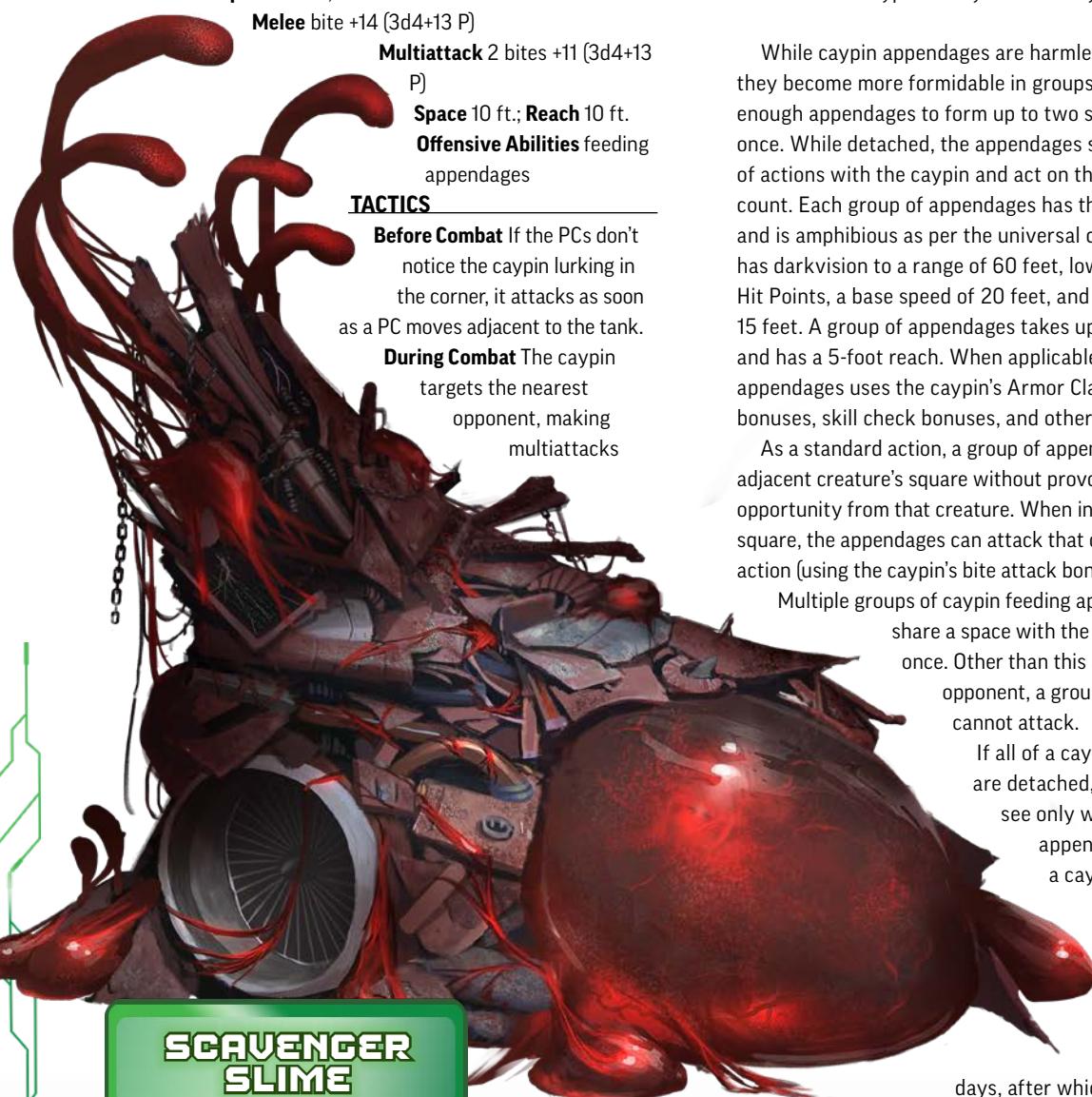
While caypin appendages are harmless individually, they become more formidable in groups. A caypin has enough appendages to form up to two such groups at once. While detached, the appendages share a single set of actions with the caypin and act on the caypin's initiative count. Each group of appendages has the aquatic subtype and is amphibious as per the universal creature rule and has darkvision to a range of 60 feet, low-light vision, 18 Hit Points, a base speed of 20 feet, and a swim speed of 15 feet. A group of appendages takes up 5 feet of space and has a 5-foot reach. When applicable, a group of appendages uses the caypin's Armor Class, saving throw bonuses, skill check bonuses, and other qualities.

As a standard action, a group of appendages can enter an adjacent creature's square without provoking an attack of opportunity from that creature. When in another creature's square, the appendages can attack that creature as a swift action (using the caypin's bite attack bonus and damage).

Multiple groups of caypin feeding appendages cannot share a space with the same creature at once. Other than this ability to swarm an opponent, a group of appendages cannot attack.

If all of a caypin's appendages are detached, the creature can see only what its detached appendages see. If all of a caypin's appendages are destroyed but the caypin still lives, the creature has the blinded condition for 3 days, after which it grows new appendages that function as normal.

SCAVENGER SLIME



COLUSSUS HEIST

SUBTIER 9-10 (CR 11)

VORACIOUS TWO-HEADED CAYPINS (2) CR 9

Starfinder Alien Archive 151, 26

N Large magical beast (aquatic)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +21

DEFENSE HP 125 EACH

EAC 18; KAC 20

Fort +13; Ref +13; Will +8

Defensive Abilities unflankable

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +17 (3d6+16 P)

Multiattack 2 bites +14 (3d6+16 P)

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

Offensive Abilities feeding appendages

TACTICS

Before Combat If the PCs don't notice the caypins, they attack as soon as a PC moves adjacent to the tank.

During Combat Each of the caypins targets the nearest opponent, making multiattacks when able with both of its bite attacks.

Morale The caypins fights to the death.

STATISTICS

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

Skills Acrobatics +16, Athletics +16 (+24 when swimming),

Stealth +21

Other Abilities amphibious

SPECIAL ABILITIES

Feeding Appendages (Ex) See Subtier 7-8.

Development: At the bottom of the brain tank is one of the Society's missing relics, which the PCs may be able to detect through the tank's reinforced glass with *detect magic*. If they do, the relic appears to be a hybrid item with a caster level of 20th.

The relic is sitting on top of a large, sludgy lump of soft biological material. If the PCs examine this material and succeed at a DC 20 Medicine check, they can tell that these are the badly decayed remains of a humanoid creature. There's no way of identifying the body due to its state, but this is one of the mercenaries who originally stole the Society's relics.

Treasure: Located in the sludgy lump is a single cybernetic arm that hasn't yet been dissolved by the liquid.

Rewards: If the PCs fail to recover the relic, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 900.

Out of Subtier: Reduce each PC's credits earned by 1,600.

Subtier 9-10: Reduce each PC's credits earned by 2,300.

B5. EAST BRAIN TANK

This dark alcove contains a single overbearing feature: a rounded tank that stretches from the floor to the ceiling.

Bright green liquid sloshes about in the tank as the tekenki sways, causing the vessel's strangely inscribed metal frame to creak and groan. In the middle of the tank, a suspended, pulsing biological mass hangs, ragged tendrils of tubing and flesh dangling from it like vestigial tails.

This is one of four brain tanks that control the tekenki's strangely advanced intelligence. A successful DC 35 Perception check reveals that the top of the tank's metal frame appears to have been wrested off forcefully, affording free access into the liquid.



SCALING ENCOUNTER B6

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

Both Subtiers: Reduce the Perception DC, Disable DC, and attack bonus of the laser blast trap by 21

If a PC fully submerges themselves in the tank's liquid, they are assaulted with horrific images of all manner of awful biological and technological colossi being forged in enormous underground workshops, screaming in pain and terror as massive mechanical arms form their bodies from building-sized masses of metal and flesh. The PC must make a successful DC 30 Will saving throw or be paralyzed for a number of rounds equal to their Constitution modifier.

B6. WEST TANK AND TURRETS (CR 9 OR CR 11)

This northwestern portion of the tekenki's innards includes a control terminal to the east that can be hacked with a successful DC 35 (DC 38 in Subtier 9-10) to force the tekenki's bay door in area **B1** to reopen for 1 minute.

In this area's westernmost end lies one of four brain tanks that control the tekenki's strangely advanced intelligence. The top of the tank's frame is open and affords access to the liquid and biological mass inside; see area **B5** for details about the tank and its possible effect on PCs who submerge themselves inside it.

A pair of laser turrets (see Trap) scan this area. A dead body (see Development) lies on the floor here.

Trap: The turrets occupy the same square but operate as independent traps. Both turrets rest in the center of this area and activate when the PCs enter the area.

SUBTIER 7-8 (CR 7)

LASER BLAST TRAP (2) CR 7

Type technological; **Perception** DC 30; **Disable** Engineering DC 25 (disable motion sensors)

Trigger location (within 15 feet); **Reset** 1 minute

Effect laser +19 ranged (8d10 F)

SUBTIER 9-10 (CR 9)

LASER BLAST TRAP (2) CR 9

Type technological; **Perception** DC 33; **Disable** Engineering DC 28 (disable motion sensors)

Trigger location (within 15 feet); **Reset** 1 minute

Effect laser +22 ranged (10d10+5 F)

Treasure: The body here is entirely torn apart, but in Subtier 9-10, a functional *mk 1 spell reflector* armor upgrade can be discovered partly installed onto the useless remains of the body's armor.

Development: If the PCs examine the body on the ground, they can tell that this is a human who died within the last couple of days. Their corpse's injuries are horrific, and their limbs are only a mess of congealed gore. A successful DC 25 Medicine check reveals that this massive trauma is consistent with the weapons of the tekenki, and that it's likely the tekenki killed these unfortunate individuals before it consumed them.

The human carries a distinct lack of identifying documentation or insignias on their clothing. However, if the PCs sort through their personal comm unit, a DC 32 Computers check reveals reams of digital reconnaissance data about the Starfinder Society, the Lorespire Complex, and the Safe where the stolen relics resided. Succeeding this check by 5 or more reveals that the credits came from an AbadarCorp shell account that has since been deactivated and its history locked.

B7. EAST TANK AND TURRETS (CR 9 OR CR 11)

This area is identical to area **B6**, and similarly includes a control terminal, two laser blast traps, a brain tank, and a dead human body.

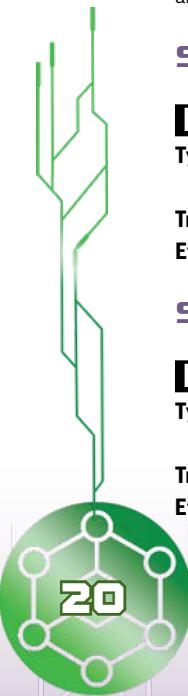
B8. CENTRAL NERVOUS TERMINAL

Twenty feet wide at its thickest point, this floor-to-ceiling column is a mass of black steel covered in thick, pulsing, black-green polyps. Behind the metal appears to be some sort of digital display of text or symbols, though the characters are bizarrely alien and flicker in different formations with astonishing speed.

This is the central technological terminal for the tekenki, and it controls the creature's higher mechanical functions. A PC who interacts with the column realizes that it is a touch screen that can be hacked like a normal computer. The programming language is strange, and any data the computer holds is indecipherable.

A PC who succeeds at a DC 37 Computers check (DC 40 in Subtier 9-10) can affect one of the tekenki's major functions. A successful check can force the bay door in area **B1** to reopen for 1 minute. Alternatively, the PC can also use a Computers check to shut off one of the power grids in areas **B2** or **B3** (although both grids cannot be shut off at the same time). A successful check can shut off one or both of the laser grids in area **B1**. A successful check can shut off one or both of the laser turrets in areas **B6** or **B7**. The PCs can make as many checks as they wish, but shutting off a function (or a pair of functions as described) requires a separate check. All checks require a full-round action. Failing a check by 5 or more locks down that function for the next hour.

Development: Once the PCs have recovered all three of the Society's relics, the colossi battle begins to wind down. You should no longer roll on the Random Colossi Battle Effects table on page 17.



Read or paraphrase the following once the PCs have collected the relics.

The lurching, jolting, and screeching of the colossi battle outside has begun to die down, and the innards' mechanical systems appear to be stabilizing. A muffled crackle breaks the silence as the team's comm units light up. "Bzzzt ... battle ending ... bzzzt." It's Radaszam's voice, and he sounds agitated. "Get out ... bzzt ... get stuck ... now!" Just as the communication ends, a deafening grinding sound echoes from the tekenki's bay—the breach in its armor you used to climb inside here. Light from the outside pours in. It's time to escape, and you haven't got time to lose!

The PCs have 1 minute to escape the breach in the tekenki's armor and drop down 30 feet to the surface of Daimalko. Unlike previously, if the PCs miss this window, they cannot use the tekenki's control terminals to open the armor again and they are trapped inside the beast. Unless a PC can escape through other means (such as teleportation) it requires the PC spend 8 Fame to mount a successful recovery, otherwise the PC is considered dead and must recover using the rules found in the *Starfinder Society Guide*.

Once the PCs exit the tekenki and land on solid ground, as long as they employed a vehicle to reach this area, Radaszam or Luku Gaiul (whoever is appropriate) is positioned nearby to scoop up the heroes and flee the scene. If the PCs journeyed here on foot, they and their allies must run away from the colossi. If the PCs seem hesitant to do so, their allies insist upon it, with Radaszam screaming with terror and adrenaline to "get out!" and Luku Gaiul shouting "I won't lose another eye to these beasts!"

Rewards: If the PCs fail to escape the colossus with all three relics, reduce each PC's credits earned by the following amount.

Subtier 7-8: Reduce each PC's credits earned by 1,100.

Out of Subtier: Reduce each PC's credits earned by 1,850.

Subtier 9-10: Reduce each PC's credits earned by 2,600.

CONCLUSION

Once the PCs escape the tekenki's innards, landed on solid ground, and returned to New Valor, they return as almost folk heroes among the Daimalkans. In fact, a small crowd had gathered near Command Central, just inside the gates, and an enormous cheer resounds when the PCs return from their mission. Locals of all ages demand to hear the PCs' tales of heroics. As vocal as any of those voices are Radaszam and Luku Gaiul, who want to know exactly what happened inside the tekenki once the PCs made

their daring foray inside the colossus. It seems that the PCs have inspired a new generation of colossus hunters as Daimalkan children begin screaming and laughing with glee at the PCs' story.

During the jubilation, Luku Gaiul reports that the colossi who engaged in the battle both staggered off with severe injuries. This news comes as a boon to the Daimalkans, who know that their settlement is now safer due to the PCs' actions. Although they aren't there to welcome the PCs back to town personally, in the coming days Guardians Honara Tren and Zupisha Loralu send personal messages to the heroes admiring their bravery and thanking them for injuring the colossi. Meanwhile, Radaszam is positively ecstatic over the events that have transpired, and he fully intends to broadcast the results across the Pact Worlds upon his return. He promises that "this is one show Zo! won't get the rights to air, that's for sure!"

PRIMARY SUCCESS CONDITIONS

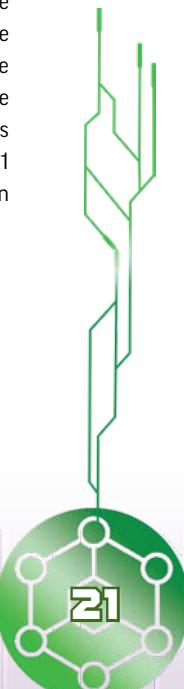
The PCs succeed at their primary success condition if they retrieve at least one of the relics from inside the tekenki and successfully escape. Doing so earns each PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. In addition, each PC receives the Damai Admittance boon on their Chronicle sheet.

SECONDARY SUCCESS CONDITIONS

The PCs succeed at their secondary success condition if they retrieved all three relics from inside the tekenki and discovered some evidence from the bodies about the thefts from the Lorespire Complex. Doing so earns a PC 1 Fame and 1 Reputation for any factions associated with their current faction boon. PCs who do so also earn the Colossus Shards boon on their Chronicle sheet.

FACTION NOTES

If the PCs succeed at their primary mission, they not only please Radaszam but also earn some temporary notoriety across the Pact Worlds and beyond. After all, they have traveled into the literal insides of a terrifying Daimalkan colossi, and not only have they lived to tell the tale, but they have scored a serious win for the Starfinder Society along the way. Each PC earns 1 additional Reputation with the Acquisitives faction, in addition to any other Reputation earned from completing this scenario.



APPENDIX: ALIEN ARCHIVE

SCAVENGER SLIME

CR 9

Starfinder Alien Archive 100

N Large ooze

Init +3; **Senses** blindsight (vibration) 60 ft, sightless;

Perception +17

DEFENSE

HP 145

EAC 22; **KAC** 24

Fort +13; **Ref** +9; **Will** +6

Defensive Abilities scavenger shell; **DR** 5/adamantine;

Immunities ooze immunities; **Resistances** fire 10

OFFENSE

Speed 20 ft.

Melee pseudopod +18 (2d10+13 B)

Ranged aphelion artillery laser +21 (3d8+9 F) or

dual crossbolter +21 (2d10+9 P) or

red star plasma rifle +21 (1d10+9 E & F)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

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

Skills Stealth +22 (+27 in ruins or garbage)

Other Abilities kitbash

SPECIAL ABILITIES

Kitbash (Ex) Scavenger slimes have an intuitive understanding of technology and how to use and repair it, despite their otherwise mindless nature. An ooze has a +22 bonus to Engineering checks to repair mechanical and technological items. A scavenger slime can form its body into any tool required for this repair work.

Scavenger Shell (Ex) Scavenger slimes build protective shells for themselves out of refuse and their own natural resin, incorporating bits of repaired technology as they go. A scavenger slime's shell grants the ooze DR 5/adamantine and resistance 10 to a random energy type depending on the technology it has incorporated, and also includes life-support systems similar to those in commercial armor, allowing it to survive in the vacuum of space. A scavenger slime can also incorporate weapons: one heavy weapon of an item level no greater than its Challenge Rating (9 for the typical scavenger slime), and either two longarms or three small arms each of an item level no greater than its CR – 1. A scavenger slime gains proficiency in whatever weapons it incorporates into its shell and powers these weapons naturally with the energy it produces. A weapon in a scavenger slime's shell can be sundered as if it were an item with an item level equal to the slime's CR. The scavenger slime listed here is resistant to fire and has incorporated an aphelion artillery laser, a dual crossbolter, and a red star plasma rifle.

SHARPWING

CR 8

Starfinder Alien Archive 102

N Large animal

Init +12; **Senses** low-light vision; **Perception** +21

DEFENSE

HP 125

EAC 20; **KAC** 22

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

Defensive Abilities unflankable; **Immunities** nonlethal damage

OFFENSE

Speed 15 ft., fly 80 ft. (Ex, perfect)

Melee bite +19 (1d10+14 P) or

claw +19 (1d6+14 S; critical bleed 1d4)

Multiattack bite +13 (1d10+14 P), 2 claws +13 (1d6+14 S; critical bleed 1d4)

STATISTICS

Str +6; **Dex** +4; **Con** +2; **Int** –4; **Wis** +0; **Cha** +0

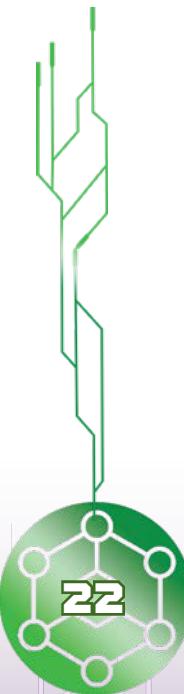
Skills Acrobatics +21 (+29 when flying), Athletics +16, Stealth +16

Feat Spring Attack

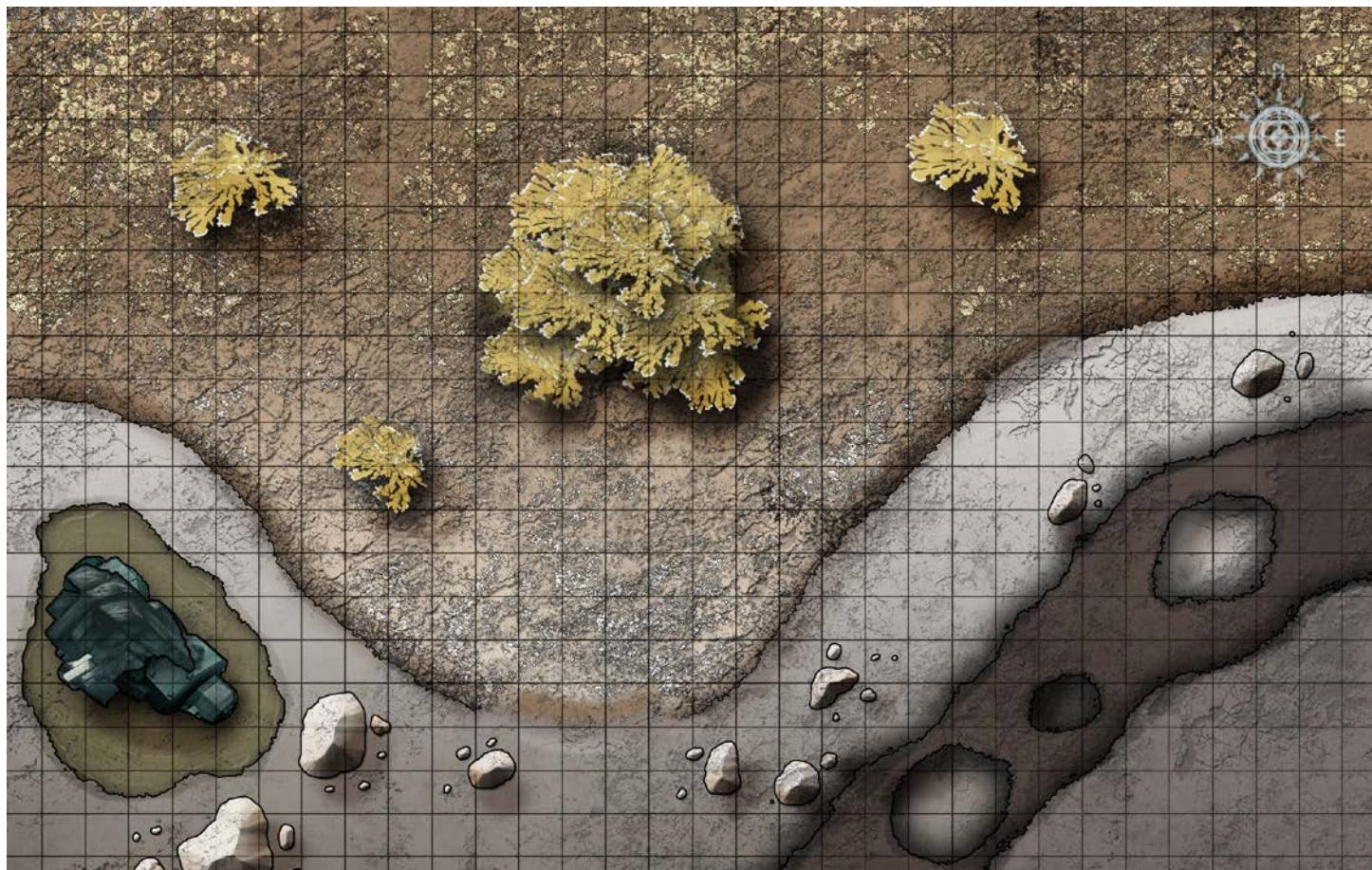
Other Abilities ovitonomy

SPECIAL ABILITIES

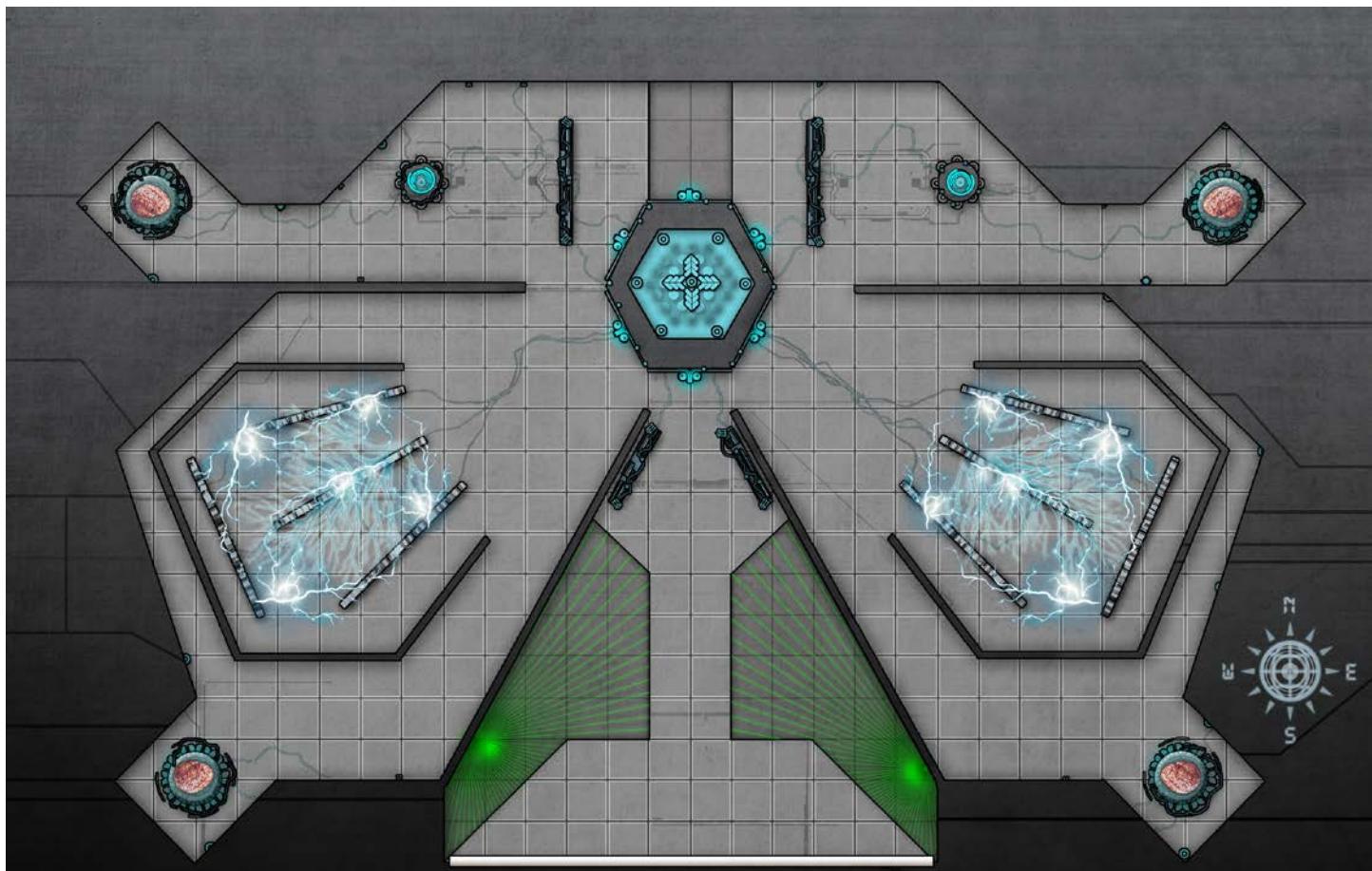
Ovitonomy (Ex) A sharpwing egg is inlaid with the same visual sensors that cover the adult creature's body. By concentrating, either parent can see through these eyes just as it can through its own, allowing it to monitor the egg's surroundings for potential threats while it is out hunting for sustenance. However, the sharpwing is unaware of its own surroundings while it is concentrating on its egg. In addition, these visual sensors allow a sharpwing egg to nominally react to its own surroundings. If an unattended egg sees an approaching threat (usually any creature other than a sharpwing), it can extend a number of short limbs and crawl away in search of safety at a speed of 10 feet per round. Either of the egg's parents can also direct the egg to move, using the same connection that allows the parent to see through the egg's eyes.



COLUSSUS HEIST



STARFINDER SOCIETY SCENARIO





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	Fame Earned:
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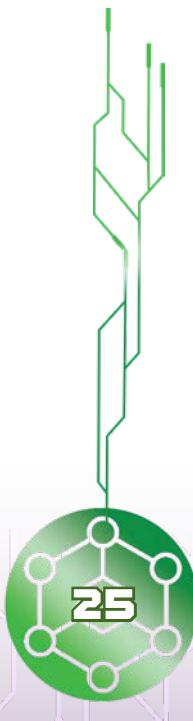
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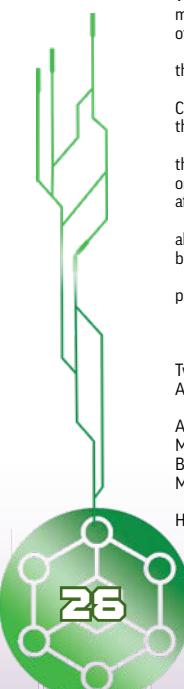
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Starfinder Society Scenario

#2-12: Colossus Heist

Character Chronicle #

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<p>Colossus Shards (Slotless Boon): The aftermath of the colossus battle left the kyokor colossus wounded and several of its plates littered the landscape. The damais of New Valor banded together to retrieve these plates and fashion new armor out of them, granting you a discount when purchasing these goods. You can purchase any level of kyokor plating (Alien Archive 73) with a 15% discount.</p> <p>Damai Admittance (Personal Boon; Limited Use): Your actions in surviving a battle between two rampaging colossi have impressed the Daimalkans of New Valor. You can apply this boon in one of two ways. Select one of the following uses, and cross the other use off this Chronicle sheet.</p> <p><i>New Character:</i> You can play a damai character (Alien Archive 2 32), beginning at 1st level as normal. Other than access to this additional race, all character creation rules are the same as those outlined in the Starfinder Society Guide. A copy of this Chronicle sheet must be the first Chronicle sheet for the given character.</p> <p><i>Existing Damai:</i> You can apply this boon to an existing damai character in your possession that you earned from another source. You can increase one ability score that is a 14 or lower by 2. Cross this boon off your Chronicle sheet, but keep a copy with the character you apply this change to. A character can earn this benefit from this boon only once.</p>																				
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